

STAR WARS[®]

ROLEPLAYING GAME

SWORD OF THE EMPIRE **EPISODE IX OF *STAR WARS*: DAWN OF DEFIANCE**

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Sword of the Empire is the ninth adventure in the **Dawn of Defiance** campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give both players and Gamemasters a complete *Star Wars* Roleplaying Game Saga Edition experience. In this adventure, the heroes take their hunt for Master Denia to Prakith, an Imperial military stronghold and home to the headquarters of the Emperor's Jedi hunters. Over the course of this adventure, the heroes will see how the Empire is quickly reshaping Prakith and will rediscover an ancient race whose support against the Empire can be gained—if only they can be made to understand the threat. *Sword of the Empire* is the penultimate chapter in the **Dawn of Defiance** campaign, and the heroes should advance to 19th level by the end of the adventure.



The author extends special thanks to Meredith Miller and James Mishler for design assistance.

WHAT IS DAWN OF DEFIANCE?

Dawn of Defiance is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months after the events of *Revenge of the Sith*, the adventures in the **Dawn of Defiance** campaign are designed to provide players and GMs with the iconic *Star Wars* Roleplaying Game experience, set against the backdrop of the tyranny of the Galactic Empire. The **Dawn of Defiance** campaign takes the heroes all the way from 1st level up to 20th level and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually and should provide the heroes with ample challenges to gain two levels per adventure. Gamemasters should feel free to use the **Dawn of Defiance** adventures either as an entire campaign or as fillers for their own home campaigns.

If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the *Star Wars* Roleplaying Game Web site (www.wizards.com/starwars). The site also features other articles related to the **Dawn of Defiance** campaign, including the official campaign standards and an FAQ.

Warning! If you will be playing in a Dawn of Defiance campaign or in a campaign using its adventures, read no further.

Some rules mechanics are based on the *Star Wars* Roleplaying Game Revised Core Rulebook by Bill Slavicsek, Andy Collins, and JD Wiker, the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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CAMPAIGN UPDATE

Sword of the Empire takes place only a few days to a few weeks after the conclusion of the previous adventure, *The Gem of Alderaan*, but the heroes will have found the interval to be a productive one. While they realize that time is of the essence in the search for Master Denia, the resources of Lady Alya Aldrete make it possible for them to prepare for what lies ahead. This is an ideal time for heroes to resupply and possibly choose a different vessel suitable for the operation. Events will move quickly from here, so it is worth communicating to players that they should use this time wisely.

Lady Alya's support to the heroes is genuine, but they should expect limits in what she's able to provide. Much of her aid should be in the way of giving them access to the items they need rather than in providing the items as outright gifts. Heroes might have an easier time finding what they've been looking for thanks to her connections, but they'll still have to pay for what they receive.

If you aren't running **Dawn of Defiance** but would like to use this adventure in your own campaign, a character relevant to your own storyline can be substituted for Master Denia, with the final rescue sequence altered to permit whatever resolution best suits your campaign.

ADVENTURE SUMMARY

On entering the fringes of the Prakith system, the heroes encounter Jekk Seejo, a somewhat erratic alien engineer on what will prove to be his last disastrous assignment for an Admiralty fed up with his shenanigans. Heroes rescuing Seejo may come to regret it initially, since the act results in mynocks infesting their ship, but the engineer's friendship comes in handy when they visit Prakith, a place abuzz with Imperial activity.

Only recently surveyed by the Empire, Prakith has a much longer history than its Imperial residents are aware of. Prakith was touched by the dark side centuries ago, when it became home to the tomb of Darth Aandeddu. That fact is unknown in Imperial times, and the tomb is not discovered until the Legacy era, but its foul presence is enough to give this world of cracked and ruined surfaces a feeling of genuine dread and gloom. No doubt, this ambiance was part of what drew the Inquisitorius to locate its Citadel here. Also unknown to the Empire, Prakith has a native species—or, at least, one transplanted here long ago: the Stereb, a stoic, sturdy race of stoneworkers living in the planet's many catacombs.

More recently, the Mining Guild has sponsored a number of limited operations on Prakith, ramping them up as the Empire's activities require ever more materials. The spaceport and military headquarters are in Prak City, atop a large plateau. Citadel Inquisitorius rises in a mountainous redoubt, more than a hundred kilometers to the west. Inquisitors are active in Prak City as well, putting Force-users in constant danger of discovery.

Direct attempts to approach the Citadel are frustrated. The cover identities the heroes arrive under might provide some mobility in Prak City and the surrounding environs, but airspace is closed around the Inquisitors' mountain redoubt, and even masquerading as Imperial officers is unlikely to foil the security efforts of a group whose main talent is sniffing out Force-users. Local inquiries with miners provide some information (and the chance to proceed along a variant track), but the most promising lead comes from the discovery of Herdr'tui, a member of the subterranean Stereb race who is stuck aboveground. His people's existence here is unknown to the Empire, as is the extent of their sprawling underground network.

Herdr'tui directs the heroes toward a place they've heard nothing good about: the Drains, a collection of vertical lava tubes used as a garbage (and recalcitrant slave) disposal by the Empire. Nothing that falls down there lives for long, thanks to an omnivorous creature that must be slain or brought to heel before Herdr'tui can be returned to his people. The Stereb, heroes learn, see themselves literally as part of Prakith—as the planet's antibodies, in a sense, keeping its arteries clear and maintaining it as best they can. They can be rallied to resist the Empire, but only if the heroes recognize this relationship and convince the Stereb that the Empire represents a literal cancer on the body of their world. The Stereb's best resource is information on a secret underground approach to the Citadel Inquisitorius. But this knowledge is not gained easily; the heroes first must gain the Stereb's trust.

After securing the information, the heroes have an opportunity to enter the Citadel from beneath, which is possible only because the Empire did not realize that those who constructed the ruins at its base still existed. A treacherous speeder bike flight across an underground ocean under a low ceiling infested with fear moss is required first, but the problems are only beginning. Characters must make a daring night raid into the Citadel, learning the location of Master Denia and fighting past Inquisitors on their home turf. Finally, the heroes confront the new and cybernetically improved Inquisitor Draco for a battle royale. An act of self-sacrifice by Master Denia forces Draco to abandon the Citadel, but at least the Empire now knows its subjects are ready and willing to fight for their freedom.

OPENING CRAWL

If you wish to have an opening crawl before the adventure, consider using the boxed text on the next page.

STAR WARS: DAWN OF DEFIANCE

Episode IX

SWORD OF THE EMPIRE

It is a critical moment for the first few willing to stand against the Galactic Empire. Jedi Master Denia, one of the few survivors of Order 66, has fallen into the hands of Valin Draco and the Inquisitorius, a secret division of Imperial Jedi hunters.

Setting out in search of Master Denia, a hardy group of heroes finds an ally in Lady Alya Aldrete. The resourceful Alderaanian provides the transit permits necessary for them to reach the Deep Core world of Prakith, where Denia is held captive.

But Prakith is a more complicated puzzle than it seems. Home to a major new administrative headquarters for the Imperial fleet and the Citadel Inquisitorius, the world is well manned by the Emperor's agents of darkness. But those might not be Prakith's only residents . . .

PART 1: THE ARRIVAL

With Lady Alya's forged credentials in hand, the heroes craft cover identities that will permit them to enter the general workforce when they reach Prakith. With a major naval installation, burgeoning mining operations, and the Citadel Inquisitorius, there is plenty of work on Prakith for contract laborers—at least, for those with enough friends in high places to find their way there.

The heroes arrive at the edge of the five-planet Prak system without incident. A quick scan (DC 15 Use Computer check) reveals that their ship is the only one in the immediate area; traffic to and from Prakith is moderate, with a few construction ships heading in and mining vessels heading out. An automated message arrives from a hyperspace buoy nearby; this is not the standard Message to Spacers (METOSP), but an abrupt speech dripping with Imperial authority:

"Attention! Attention! All work vessels immediately set course for Prakith orbit. Do not, repeat, do not deviate from a direct course to Prakith. Straying vessels *will* be intercepted and boarded by the Imperial Navy.

"From orbit, utilize your own judgment as to approach vector to Prak City Control, but be advised of no-fly-zone 100 kilometers in radius from the Magraddor mountain range. Confer with orbital buoy on arrival for specific details."

The heroes enter the quickest course to Prakith orbit (DC 15 Use Computer check). It takes three hours to get to Prakith orbit, and along the way only a single vessel, a Mining Guild freighter loaded with ore, passes the heroes, heading out to the hyperspace lanes. Prakith might soon become a busy center for the Empire, but it is clearly still a work in progress.

Just before arriving in Prakith orbit, the heroes receive a weak distress call over subspace channels. It fades in and out but is strongest at the closest approach to the Inner Moon. Read the following aloud:

"Um . . . hello? Hello? Um, looking for some help here? Anyone?"

"This is Jekk Seejo of the *Good Feeling*, just out of Prakith. We're . . . well, we're *stuck*. On the Inner Moon . . . Can anyone hear me? Systems are failing—power, life support . . . and then some of the more *important* stuff. Anyone out there?"

"Blast. I think we're *really* in trouble this time . . ."

A simple (DC 15) Use Computer check enables the heroes to track the signal to the Inner Moon, where the *Good Feeling*, a small kit-bashed "yacht" of dubious quality, sits at the center of a small crater. The ship's gazetteer describes Prakith's Inner Moon as having no atmosphere and gravity that is low but just enough to keep the *Good Feeling* from escaping in its current condition.

But the buoy was specific: No course deviations. Heroes who decide to investigate without first contacting Prak City Control will receive a sharp radio warning, followed not long afterward by a detachment of TIE fighters if the heroes fail to change course, putting a crimp in their mission very early. However, if the heroes mention Jekk Seejo's name to Prak City Control, permission is given:

"Seejo? *Again?* I don't believe that guy . . ."

"Wait—yes, I do believe it. You've got a real live one there," the controller says. "You've heard about disasters waiting to happen? Jekk Seejo is the one that already *has*. Well, you can tell him the Incom guys are done with him. Let him rot.

"Hold on a second—OK, I've just been informed he's got some Subpro engineers aboard that they'd actually like back. He's in luck, which is more than I can say for you. You are authorized to divert to Moon Prakith One to render aid. Over and out.

"Hey, Eryvn!" the voice says, fading. "Get this—Seejo wrecked *another* one . . ."

Thus, whether the heroes actually help Seejo or not, they are obliged to make contact with him before resuming their course.

GOOD FEELINGS AND BAD

Little more than a jalopy pieced together from various bits of old ships, the *Good Feeling* requires only one pilot but operates best with an army of mechanics. Right now, it is occupied by Jekk Seejo and four of his associates, all engineers working at the Imperial Testing Grounds on the Outer Moon. Two are Incom subcontractors and two work for Subpro, but the important thing is that they're all engineers, not technicians. They know a good bit about designing starships, but less about flying them—and, quite obviously, not near enough about fixing them.

Heroes who dock with the *Good Feeling* learn this and more. Only Jekk Seejo, a chirpy, upbeat Duros, has much spaceflight experience, although the heroes realize pretty quickly that whatever is wrong with the ship is over his bald green head—particularly since he's left his toolkit on Prakith. It takes a DC 25 Mechanics check to get the ship running again in short order.

If the heroes glance around while they are working on the ship or afterward, they spy one of the engineers working at a console. The console displays a ship design with which the heroes are utterly unfamiliar; it resembles a forced marriage of a large Z-95 Headhunter and an ARC-170. If the heroes ask Seejo about the ship, he begins chattering about a Deep Scout design that Subpro and Incom are jointly developing on the Outer Moon of Prakith—until one of the other engineers reminds the chatty Duros that secret does actually mean *secret*. "You're hanging by a thread as it is, Seej." Blushing—in his case, picking up a slightly bluer hue of green—Jekk coughs and chuckles.

Receiving a message from his employers, Jekk makes his apologies and escorts the heroes to the airlock with their ship. "If you're ever in Prak City, look me up," he says. "I do a lot of thinking at the Mother Lode Cantina. Maybe we can talk hyperspace theory sometime—and, um, you can tell me again how you got that thingie back there to do what you got it to do."

Ad-Hoc XP Award: Heroes who successfully assist the engineers in fixing the ship receive experience equal to defeating a CL 14 encounter. If the heroes also befriend Jekk Seejo and are able to count him as a friend, they receive experience equal to defeating another CL 14 encounter.

JEKK SEEJO

As an Incom employee, Jekk Seejo frequently let his enthusiasm for all things spaceworthy get out of hand. Fancying himself an amateur explorer and test pilot but without the training for either, Seejo often wheeled his coworkers into using his ship, an old clunker left over from the Clone Wars, as a guinea pig for their more outlandish concepts. By the time of the Empire, with COMPNOR beginning to purge aliens from the ranks of major defense firms, Seejo was reduced to the role of a subcontractor, finding work only when his friends in the engineering community brought him in. His happy manner frequently brings his fellow engineers along for the ride, even against their better judgments.

Jekk Seejo

CL 5

Medium, middle-aged, Duros nonheroic 6/noble 3

Force 3

Init +2; **Senses** Perception +5

Languages Basic, Binary, Durese, Mon Calamarian, Sullustese

Defenses Ref 15 (flat-footed 14), Fort 12, Will 16

hp 17; **Threshold** 12

Speed 6 squares

Melee unarmed +5 (damage 1d4)

Ranged sporting blaster pistol +7 (3d4+1)

Base Atk +6; **Grp** +5

Abilities Str 9, Dex 13, Con 9, Int 17, Wis 12, Cha 16

Talents Coordinate, Educated

Feats Skill Focus (Use Computer, Knowledge [physical sciences, technology]), Skill Training (Persuasion, Pilot), Starship Designer, Tech Specialist, Weapon Proficiency (heavy weapons, pistols)

Skills Knowledge (physical sciences) +17, Knowledge (technology) +17, Mechanics +12, Persuasion +12, Pilot +10 (can reroll, but must accept second roll), Use Computer +17

Possessions sporting blaster pistol, portable computer, comlink (short range), datapad, code cylinder, credit chip (500 credits), *Good Feeling* starship

NO GOOD DEED GOES UNPUNISHED

Jekk Seejo's ship decouples from the heroes' vessel, and after an awkward moment when it seems the ships will collide, the *Good Feeling* clears the surface and putters out on its way back to the Outer Moon. As the heroes prepare for their own ascent, they have a chance of noticing that they have taken on stowaways: mynockswarms of mynocks, to be exact.

Mynocks are space-dwelling life forms with a wingspan of a little over a meter. Found throughout the galaxy, they are a particular nuisance to spacecraft, whose power sources they crave. In this encounter, each swarm consists of three to five mynock. (For details on handling swarms, see page 130 of *Threats of the Galaxy*.)

The mynockswarms have already chewed through several power couplings, moving the ship -1 step on the condition track. If the mynockswarms are noticed while the heroes are still on the dark side of the Inner Moon (DC 23 Perception check due to the darkness, which grants the mynockswarms concealment), they can be dealt with there.

If the mynockswarms are discovered and dealt with on the Inner Moon, the heroes must make a DC 15 Perception check to find the most immediate damage, then a DC 21 Mechanics (Repair Object) check to lift off safely.

If the heroes fail to notice the mynockswarms, the creatures have two more chances to damage the ship while in transit, and the heroes have two more chances to notice that damage before entering the atmosphere. While in Prakith orbit, any heroes actively involved in piloting the ship or working as engineers can make a DC 21 Use Computer check to notice fluctuations in engine power. Move the ship -2 steps on the condition track to reflect mynock damage. At this point, there are two locations with damage, each of which requires a DC 22 Mechanics check to fix.

Finally, if the heroes have not discovered the mynockswarms by the time they are ready to enter Prakith's atmosphere, they get one last chance. Pilots and engineers notice extreme power fluctuations with a DC 17 Use Computer check, and anyone in an area of the ship adjacent to the hull might notice the scurrying of the mynockswarms on the hull as the ship enters the atmosphere. Even if noticed, the mynockswarms have done enough damage by now to move the ship -3 steps on the condition track. If at any point the heroes notice or suspect damage and decide to abort landing, they can remain in orbit, making three DC 25 Mechanics (Repair Object) checks to repair the ship before landing. Otherwise, the pilot takes a -5 penalty to the Pilot check due to the ship's position on the condition track while landing. If the Pilot check fails, the ship becomes disabled as it hits the atmosphere, leading to an uncontrolled or crash landing.

Mynock Swarm (15)

CL 3

Medium space-dwelling beast 2

Init +6; **Senses** darkvision, Perception +8

Defenses Ref 15 (flat-footed 10), Fort 15, Will 12

hp 42; **Threshold** 25

Speed 10 squares (flying, in space only)

Melee 2 wing buffets (slam) +0 each (1d4)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** +6

Atk Options Running Attack

Abilities Str 8, Dex 20, Con 20, Int 2, Wis 14, Cha 10

Special Qualities survive in vacuum; fly through space; pack traits

Feats Running Attack

Skills Perception +8

Survive in Vacuum—Mynockswarms are silicon-based life forms that take no damage from exposure to vacuum. However, they take the same damage from being in a planetary atmosphere that ordinary life forms take from being in a vacuum.

Fly Through Space—Mynockswarms can fly in the vacuum of space and can maneuver without any hindrance or penalty in vacuum.

Pack Traits—The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack.

Mynock Swarm Tactics

If disturbed, all the mynockswarms attack the heroes. (Remember, some can attack from above the characters' heads.) If the mynockswarms' numbers fall to two swarms or fewer, they retreat.

PRAK CITY

Read the following aloud as the heroes enter Prakith's atmosphere and approach Prak City:

If the Empire were looking for a more forbidding world to exploit, it could hardly have selected a better one than Prakith. A planet of tortured ridges, jagged canyons, and sandy gullies, Prakith could give Utapau and Tatooine a run for their money in the contest for the galaxy's most desperately bleak world.

From the air, you see the rugged Magraddor Range far to the west and, nestled within, the towering obsidian spire of the Citadel Inquisitorius. But you can't reach it yet; a sentry wing of TIE fighters directs your ship far to the east, and Prak City.

Seated atop a plateau offering the largest unbroken patch of land on the planet, Prak City appears to be equal portions frontier town and military base—and the military base is winning. Large Imperial vessels sit docked at the city's large eastern spaceport, towering over smaller supply and prospecting vessels that use the same pads. Their appearance and jobs might differ, but they all have the same purpose: bending this planet to the Emperor's dark will.

If you wish, give players a photocopy of the surface map detailing the locations of Prak City and the Citadel (page 11), since their descent will have given them that much information. But do not share the underground map (page 11) nor intimate that such a map even exists.

Exiting the spacecraft, the heroes realize that while the swift repairs they performed on their ship held on the way down, someone really ought to take a couple of days and go over it with a detailed inspection. The Station Master, a lieutenant in the Imperial Navy, reinforces this view by requiring the heroes to have their ship examined by a Port Licensed Contractor before they can depart again. He's been on the station only a few weeks, and he doesn't want his safety record spoiled. If only that annoying Duros would find another planet to infest!

Contractors can be found in the Work Zone sector, the Station Master says, which is where a miserable lot like the heroes belong. It doesn't take long for the heroes to realize that there is a serious culture clash between the burgeoning military population of the city and the workforce that's building its launchpads and retaining walls and—further out in the canyons—digging up Prakith's ores. Prak City might one day be limited exclusively to the military; this could be the heroes' last chance to visit the world with even the limited freedoms they now have.

Encounters with Imperial Army and Navy personnel on the way to the Work Sector yield little useful information, with DC 20 Gather Information checks providing answers to the following:

- **What's the story with that big black spire in the mountains?**
"Something for the Emperor. Special detail, to keep an eye on you sorry lot. So you'd better behave!"
- **What's all the construction for?**
"Isn't it obvious? You're standing in what'll be one of the greatest military facilities ever built. Can't say much for the scenery, but it makes up for that in security."
- **What do you think about Jekk Seejo?**
"Green idiot. We've got to work with these military contractors, but we've about had it with some of the hired help they bring in. Can't they do any better?"
- **What were Seejo and his companions testing?**
"My patience. And now you're doing it."

Harassing military personnel (or critical failure on a check) will draw the attention of the authorities; turn to the "Prak City Security Force" encounter on page 23. But chances are better in the Work Zone . . .

FEAR THE INQUISITOR

The presence of Inquisitors in Prak City and the Citadel, constantly scanning for Force-users, puts Force-using characters at a severe handicap if they wish to avoid detection. If a hero successfully uses a Force power within 100 kilometers of Prak City or Citadel Inquisitorius (basically, most anywhere on the overview map), a monitoring Inquisitor gets an opposing Use the Force check (1d20 + 19) versus the hero's Use the Force check result. If successful, the Inquisitor detects the Force-using hero and sends investigators to track him or her down. In Prak City and environs, this activates the "Curious Inquisitor" encounter (page 26); in the Citadel, it activates the "Citadel Security Team" encounter (page 37).

There are two exceptions on the map, both relating to underground activities. Inquisitors might sense Force-users in the Stereb cave networks, but they won't respond in a timely fashion because the Empire does not know the caverns exist. And as "Stairway to Hell" indicates (page 17), the gray fear moss that has accumulated near the Citadel (actually, in the cave ceiling above the Underground Sea nearby) mutes Inquisitor detection until the final 3 kilometers of the ascent.

THE MOTHER LODGE

In contrast to the gleaming towers now going up for the military, the Work Zone of Prak City is quite a bit seamier. Ironically, this part of Prak City predates the Empire; the plateau made for a good location for mining prospectors to place their encampments. The miners are still there, but so are all the construction firms the Empire has brought in. The firms are actively taking down parts of the old city to put up a new one in its place—a city which, many of the residents in the Work Zone realize, they will not be welcome in. Their increasingly ghettoized community is an active part of its own destruction.

Destruction of brain cells is the major leisure-time activity here, and inquiries will direct the heroes to a shrine devoted to the act: the Mother Lode Cantina. Managed by a female Bothan who gets left alone because she knows where all the skeletons are buried on Prakith, the Cantina is host to a wider range of individuals than would ever be allowed to congregate anywhere else on Prakith. There are construction workers and miners here, Human and alien both, with the latter complaining of increasing harassment by COMPNOR.

The cantina's real mother lode is information. Depending on who the heroes talk to, they can learn quite a lot.

Construction Workers

Construction workers might reveal the following, in ascending order of Gather Information difficulty:

DC Result

- 15 Environmental practices here are not particularly sound. The Empire is literally drilling holes in the giant mesa and dumping its construction debris and trash into them.
- 20 Most of the workers who built the Citadel Inquisitorius have been cycled off Prakith by their employers—on purpose, most suspect.
- 25 The Citadel has entry points at its base and a small landing platform at its top, used by Inquisitors going to and returning from Prak City.

- 30 Part of why the Citadel went up so fast is that they found a clearing in the mountains that was perfectly flat and sound enough for a foundation. Who cleared it, they don't know.

Miners

Miners might reveal the following, in ascending order of Gather Information difficulty:

DC Result

- 15 There are four major mining operations in the vicinity of Prak City. The Asonel system is the largest, with multiple mining operations; it is to the north and northwest. To the west and southwest are more modest operations: the Geddis, Herkeath, and Rilkean mines.
- 20 Gems are the most lucrative resource miners get from Prakith's crust; in some places, they're plentiful enough to be picked from the cave wall by hand. Of course, someone still must do the work.
- 25 Cave-ins have plagued a lot of mines, making employees for these operations hard to come by. It shouldn't be too hard for itinerant laborers such as the heroes to sign on with a mining operation. Curiously, at least one, the Geddis operation, is looking for hired muscle as well as miners.
- 30 To the knowledge of the miners here, none of the cavern systems entered by the major mining operations interconnect, and none comes anywhere near the Magraddor Range (where the Citadel is).

Aliens

Aliens might reveal the following, in ascending order of Gather Information difficulty:

DC Result

- 15 COMPNOR agents are stepping up the pressure on construction and mining firms to get rid of their non-Human employees.
- 20 COMPNOR agents in Prak City itself have recently begun hassling aliens physically, with the Empire turning a blind eye.
- 25 It's rumored that COMPNOR agents are literally getting away with murder—a lot of "undesirables" have been disappearing altogether.
- 30 There might be a native non-Human population on Prakith. Unusual characters have been seen from time to time, but they dash away as quickly as they're spotted.

Whoever the heroes talk to, they should hear that the best source of information might be the guy who's been on Prakith the longest, Old Man Geddis. A former miner (and the founder of the Geddis mine), Geddis is drinking his life away in the back room. He knows a lot, but heroes are warned that his liver and mind are in equally poor shape these days.

OLD MAN GEDDIS

They call him the Old Man, and one look at him shows why: Myrum Geddis looks like he's spent much of his 70 years either lifting rocks or drilling into them. He probably looked this way at 30. But swilling his drink at a table in the back, Old Man Geddis gives no impression of having been in a mine—or having engaged in any kind of work—in the past year. His days are spent nattering about the phantom creatures he's seen in the catacombs, and drowning his sorrows. And he has a few: As the heroes can learn by offering Geddis a drink or two, the mine that bears his name is no longer his:

- **Is the Geddis mine a rich claim?**

"You betcha it is—though it's tougher'n anythin' to get the gems outta there. You gotta be real careful not to hit 'em with the laser-borer too much or you'll ruin the lot. It's fine work—y'need organics for that."

- **Why couldn't you make a go of the claim?**

"I coulda! But I couldn't afford to hire all the hands I needed t'really get at the good gem veins. And then them Impies come along, givin' favors t'the Thaarke Corporation. Blast 'em all!"

- **What's wrong with the Thaarke Corporation?**

"They're scum! Claim-jumpers—and that's not all. Criminals, the lot of them. And they use slaves when they can find 'em!"

- **What makes you think there were creatures living underground?**

"I seen 'em! At th' end of a tunnel—I could barely make 'em out, but they was movin'. Looked for all my years like hairless Wookiees, if y'ask me."

- **Are they looking for more miners out there?**

"Ye'd help them, even after drinkin' with me? Pfah! But they've taken every lowlife that don't know how t'tell a gem from a dirtball. I guess they'd take ya."

At the conclusion of the discussion, Old Man Geddis sinks into a drunken stupor. Further inquiries about the Thaarke Corporation can be made within the cantina. Most people believe that the firm is a better and more productive steward than Geddis was; at least, plenty of gems are coming out now. Thaarke is hiring miners and security-types for the Geddis mine, and if the heroes are interested, they can visit the recruiting post in the morning. "Just don't say that Old Man Geddis sent you!"

SEEJO AGAIN

Emerging from the cantina after dark, the heroes head up the alley and spy something rolling their way—a metal barrel, bounding down the lane. The can crashes against the side of a building, and a familiar yelp emanates from within the barrel. The lid pops off to reveal none other than Jekk Seejo, dizzy and bruised. Regaining his bearings, Seejo recognizes the heroes. He's pleased to see them, but fearful of the half-dozen figures coming down the hill. They're COMPNOR agents, devoted to purging non-Human influences from the Empire. "You drunks stand aside," the first one yells. "This isn't your affair!"

Seejo, panicking, seems to think that it is. "Don't let them have me!" When the *Good Feeling* returned to port, he lost his job, his ship, and, ultimately, any protection he had against COMPNOR. They no longer want him on Prakith, and he fears that they won't bother deporting him. The agents were rolling him somewhere when the barrel got away. "They're going to throw me down the Drains," he says. "Help me!"

The COMPNOR agents eye the heroes suspiciously, especially if there are any non-Humans within the group. "Get in our way, will you? Well, you can share what's coming to the skinbag here!" Turn to the encounter "Saving Seejo" on page 21.

If the heroes defeat the agents, they have only a short time to get rid of the evidence before reinforcements arrive. (Lingering brings on the "Prak City Security Force" encounter; see page 23.) Seejo, nearly in a panic, directs the heroes to a stinking pit near the construction site. This is one of the Drains, tubes drilled from the Prak City plateau into a recess deep underground; the Empire has been using them to dump garbage (and the odd individual who has outlived his usefulness). This is a fine place to dispose of any bodies, and the heroes will become aware of the Drains as a possible exit from Prak City. This particular tube delivers any bodies (or heroes who chance it) to Location 1 in the "Devourer in the Dark" encounter; turn first to Part 2: Underworld on page 12 for details.

If the heroes deliver Seejo from the fate he feared, he invites them to his sad excuse for a dwelling. As Seejo explains, the *Good Feeling* returned to Prakith's second moon infested with mynocks (the same swarm that attacked the heroes), resulting in his firing and the loss of his

ship. His former employers sent him on the next shuttle to Prakith, but that was no favor. The Duros explains that the Empire has made it impossible for him to make a living, and now he's at his wit's end. If he can't find employment quickly, he'll be at the mercy of the COMPNOR thugs anywhere he goes on Prak City.

The topic of mynock broached, Seejo asks about the condition of the heroes' ship. He begs for the tedious assignment of inspecting their vessel in port over the next few days. "Trust me! I'll have a tool kit this time! I'll deliver your ship to you, wherever you are!" Seejo seems trustworthy enough, and the heroes know that the security system on their ship is such that he wouldn't be able to activate the hyperdrive.

If hired, Seejo grows chipper again and gives the heroes his comlink ID number before darting off toward the spaceport. (The Duros thus provides a possible means of escape later for heroes in the Citadel. If the heroes refuse his help now, they will have other options for escape from the Citadel, but they will lose the chance at a Destiny reward later.)

VARIANT: ENTERING THE UNDERWORLD

Although the Drains are one means of entry into the Underworld, they are not the only method, and you can change the order of a few encounters to give the heroes another option.

If they choose to investigate opportunities at the Geddis mine, they speak to the recruiter. If the heroes seem like reasonable applicants, the recruiter hires them and sends them with the next shipment of workers to the mine—after first making them sign a contract not to reveal any methods they see in use there. (The Thaarke Corporation is using enslaved Stereb in the mine and does not want its competitors to know that the creatures exist, so as not to lose their competitive edge.)

Skip to "The Exclave" (page 14) and read the variant material relating to heroes entering the area from above.

A SHADOWY FIGURE

As another day begins and ends on Prakith, the heroes find their continued presence in Prak City is meeting with diminishing returns. The military areas are unwelcoming, with Inquisitors here and there keeping a watch on this important Imperial asset. Only the miners seem to have any regular access to the area between Prak City and the Magraddor Range. There are meager opportunities to defy the Empire in the Work Zone; the heroes might succeed at a sabotage attempt on a construction site once, but the area will be saturated with Inquisitors thereafter. And reports among the workers say that as more and more of Prak City is up and running, Inquisitor sweeps of the Work Zone are on the increase.

The heroes always have the feeling that they're being followed, which is confirmed one night in the Work Zone after a successful DC 15 Perception check. A shadowy figure darts from cover to cover in the alleys of the Work Zone, keeping an eye on the party. But the instant the heroes spot their follower, they realize it's not an Inquisitor, but something else.

Spotted, a tall shadow falls back toward a construction area, diving for a crawlspace underneath a parked crane. The figure is as tall as a Wookiee and moves with about as much grace. But for all his height and evident strength, this ruddy-skinned being cowers in terror as you approach—at least, until he gets a better look at you.

"You—you!" he says in broken Basic, his sad eyes darting around to see who else is in the area. "You helped the green man. You will help Stereb—you help *me!*"

Herdr'tui, as he calls himself, is a member of the Stereb species (see the species description on page 12), an interstellar race of cave dwellers whose presence on Prakith has been, until now, unknown to the Empire. His Basic vocabulary is very limited; there's no telling where he picked it up, but Stereb are great mimics. He's been lost in Prak City for several days, and he seems to have come from below. Imperial drilling on the plateau attracted his attention, as a few inquiries reveal:

- **Where did you come from?**
"From Prakith. From inside, where the vital air and fluids nourish the Worldflesh."
- **How did you get stuck here?**
"I saw the holes where the parasites were fouling our caverns with their filth. I followed the hidden waters' flow upward and found a passage to this place. But Prakith was weak, and the footing crumbled."
- **How long have you been up here in Prak City?**
"Since I arrived."
- **Why do you trust us?**
"I saw you help the green man against the people who chased me. You are not of them. Perhaps you are of the stone."
- **Is there another way to your home?**
"The pits they have drilled reach there. But I know what awaits below now. I fear to go alone. But with *you*, perhaps . . ."
- **Why are you hiding here?**
"I want to go home, to return before it is too late. You cannot leave them untended. You will help me reach what I hear them call the Drains."

If asked what cannot be left untended or what waits for him below, Herdr'tui will mention a single word: *greethka*. But he cannot translate it into any word the heroes understand.

HERDR'TUI

Herdr'tui

CL 8

Medium Stereb nonheroic 6/scout 4/noble 2

Force 3

Init +7; **Senses** darkvision; Perception +16

Languages Stereb, Basic

Defenses Ref 20 (flat-footed 19), Fort 23, Will 19

hp 76; **Threshold** 28

Speed 6 squares

Melee club +11 (1d6+6)

Ranged sling +9 (1d4+3)

Base Atk +8; **Grp** +11

Atk Options Bantha Rush; Running Attack

Special Actions Shake It Off

Abilities Str 16, Dex 13, Con 16, Int 12, Wis 10, Cha 10

Talents Coordinate, Hidden Movement, Improved Stealth

Feats Bantha Rush, Dodge, Improved Damage Threshold, Improved Defenses, Mobility, Running Attack, Shake It Off, Skill Focus (Perception), Skill Training (Endurance, Perception, Stealth), Weapon Proficiency (simple)

Skills Endurance +14, Mechanics +17 (stoneworks only), Perception +16, Stealth +12 (can reroll, but must accept second result; no penalty when moving at normal speed), Survival +11 (+16 underground)
Possessions club, sling, simple clothing, neck pouch with some small stones

DOWN THE DRAINS

Before the heroes' conversation can continue, a spotlight shines into the construction site from a ship hovering above. "Halt!" comes the call. "You there! Halt on command of the Inquisitorius!" The Inquisitors are on a routine sweep of the Work Zone for anything out of the ordinary—just to terrorize the locals and remind them the Empire is in charge—and they've also been hearing reports of a strange alien lurking around. Turn to the "Curious Inquisitor" encounter on page 26.

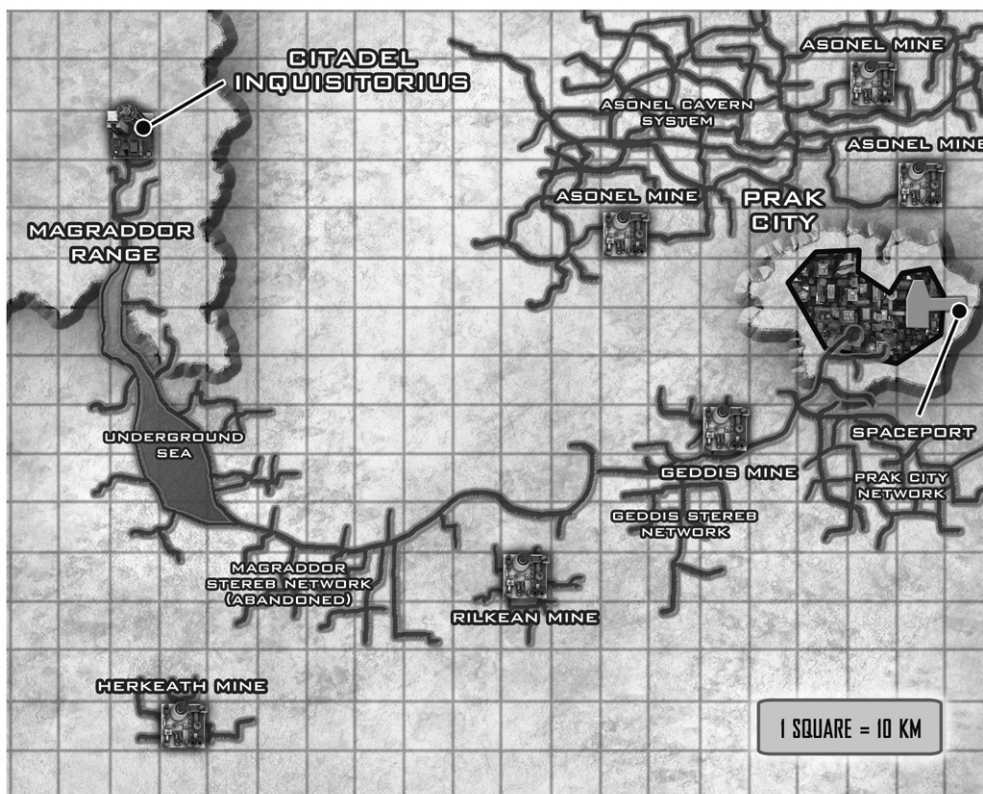
Whether the heroes stand their ground or not, Herdr'tui immediately runs in terror into the construction site, waving for the heroes to follow him. After the encounter (whether the heroes defeat the Inquisitors or run away), they see Herdr'tui call to them one last time from up ahead before seemingly disappearing. On closer inspection, the heroes see that this is one of the Drains, bore-holes drilled at a sharp (80-degree) angle far down through the rock. Herdr'tui's distant holler emanates from far below, indicating that he's slid down quickly and seemingly safely. If the heroes follow him, the tube goes to Location 2 in the "Devourer in the Dark" encounter; turn first to Part 2: Underworld on page 12 for details.

In the unlikely event that the heroes do not pursue Herdr'tui, the cavalry arrive for the Empire in the form of a "Prak City Security Force" encounter (page 23). Afterward, another one of the Drains beckons, going to Location 3 in the "Devourer in the Dark" encounter. Tussling with COMPNOR agents is one thing, but no one can kill Inquisitors and run for long in the Work Zone. (As a possible variant, Response Team members angered at the deaths of their fellows might toss one or more characters into the Drains as a form of execution—an effective method that has been used before.)

SURFACE MAP



UNDERGROUND MAP



PART 2: UNDERWORLD

The heroes' arrival in the sprawling underworld beneath Prakith's tortured surface is as painful as it is sudden. The disposal tubes are bore-holes drilled at a sharp (80-degree) angle far down through the rock. The rock is sheer and slick with moisture, and there is no way for the heroes to slow their descent. A rough landing atop a debris pile awaits below each of the three disposal tubes (1d20 + 20 attack vs. Fortitude, 1d6 points of damage, half damage if attack misses).

That event marks the heroes' arrival in a vast cavern deep beneath Prak City. This is one of several trash disposal locations for the city and was discovered during early construction. The engineers decided that it would be far more economical to simply dump waste down into the cavern, which even at maximum use would take generations to fill. Even better, there's a living garbage disposal down here in the form of the greethka, a massive beast that devours trash. It's a surprisingly environmental solution, if an accidental one, and the cavern also provides the Empire with a means for the disposal of unwanted beings.

Three tubes enter the cavern from above. See the "Devourer in the Dark" encounter (page 29) for more information.

If the greethka is killed, Herdr'tui emerges from hiding and becomes more animated. He points at the greethka's fading nucleus, still gently pulsating within the sickening ooze, and begins repeating a phrase that defies translation. Any hero making a successful DC 25 Knowledge (life sciences) check divines that Herdr'tui is interested in seeing the nucleus retrieved. This may not seem like a sensible act at first, especially given what's just happened, but a hero willing to brave the guck and get his or her hands dirty by retrieving the nucleus will find the experience rewarding later on. Herdr'tui takes the nucleus—a ball the size of a Human infant—and holds it gently, murmuring softly to the thing. The nucleus begins purring and glowing more warmly.

Whatever happens to the greethka, Herdr'tui awkwardly explains that the creature originally belonged to him. Leading the heroes through the hip-deep water where the stream exits through the southern tunnel, Herdr'tui points out a similarly dressed Stereb in the passageways up ahead. The Stereb is coaxing along a greethka only a few meters across, far smaller than the one that threatened the heroes. Herdr'tui, as his given name suggests, is a herder, charged by his people with tending to the macabre greethka. With a herder to manage the creatures' diet, the Stereb can keep the greethkas moving slowly and consuming unwanted debris, thus performing a useful function for their society. But when Herdr'tui tracked his lost greethka to the debris cavern, he found that the creature had gorged on Imperial trash to the point where it had become wild and unruly to manage.

Leading the heroes through smooth-surfaced tunnels populated by surprised Stereb stoneworkers, Herdr'tui explains that he had worked his way alone upstream, hoping to find where the trash was coming from, when he was captured by Imperial workers sealing off that entrance to the cavern. Unrestrained, the greethka gorged on everything the Imperials could throw away. By removing the still-living nucleus from the slain greethka, the heroes will permit Herdr'tui to raise a proper-sized creature again, thus saving his livelihood. Either way, Herdr'tui owes his life to the heroes, and the Stereb civilians now gawking at the strange visitors take the long-missing herder's presence as an endorsement of the newcomers.

STEREB

Jokingly called "hairless Wookiees" by the few who have seen them, Stereb have been found on a number of worlds with rocky crusts. Not technologically adept, the Stereb live in harmony with the surfaces of a planet, working elaborate stone passages underground in the belief that they're part of the world's circulatory system.

Personality: Stereb are deliberate and methodical. Not being very curious, they tend to take things at face value. They are not aggressive and usually fight only if forced into a confrontation.

Physical Description: Stereb average about 2.2 meters tall. Their mostly hairless bodies range from pale red to brown with reddish undertones. They have overly long arms and large hands and feet.

Homeworld: The Stereb homeworld is unknown, although small enclaves have been found on Serroco, Prakith, and a few other lightly populated planets. Given their lack of technology, some suspect that the Stereb were transported to several planets as slave labor far back in their history.

Language: Stereb speak Stereb. They are able mimics, and there are a number of Basic words in the Stereb language.

Example Names: Herdr'tui, Eldr'nol, Helr'ven. Stereb names include a Basic-sounding prefix relating to their function in the community (*herdr* means herder, *eldr* means elder, *helr* means healer, and so on).

Adventurers: Most Stereb prefer to remain within the safety of their enclaves. The few Stereb who wander abroad are most likely to be scouts. Stereb Force-users are very rare.

Stereb Species Traits

Stereb share the following species traits:

Ability Modifiers: +4 Strength, +2 Constitution, –2 Dexterity, –2 Intelligence, –2 Charisma. Stereb are strong and hardy. They are not aggressive, and they might take time to reach a decision, but once they choose a course of action, they are deliberate and steadfast.

Medium Size: As Medium creatures, Stereb have no special bonuses or penalties due to their size.

Speed: Stereb base speed is 6 squares.

Darkvision: Stereb ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Primitive: Stereb do not gain Weapon Proficiency (pistols), Weapon Proficiency (rifles), or Weapon Proficiency (heavy weapons) as starting feats at 1st level, even if their class normally grants those feats.

Subterranean: Stereb are adapted to a subterranean life and can take 10 on Survival checks when in an underground environment, even when distracted or threatened.

Tough: Like the stone they work with, Stereb are physically hardened, gaining a +5 species bonus to their damage threshold and a +2 species bonus to their Fortitude Defense.

Conditional Bonus Feat: Stereb are very adept when working with stone. Any Stereb that has Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat. However, this bonus applies only when the Stereb character is working with stone.

Automatic Languages: Stereb.

VARIANT: MISSION FOR THE STEREB

If the heroes do not reach this encounter from the trash-tubes but instead visit Stereb territory by entering through the Geddis mine, the Stereb elders can give them the mission of locating the missing Herdr'tui and his greethka as a condition of receiving further aid.

Heroes enter the greethka cavern through the stream's exit at the south end, finding the monster but no Herdr'tui, can engage the creature with the hope of retrieving its nucleus for the Stereb colony. There is no northern entrance into Prak City by going upstream, since the workers sealed off that route after Herdr'tui was captured. Herdr'tui can be saved from the Imperials only from the Prak City side, but the Stereb elders will recognize returning the nucleus as success, concluding that the ravenous mutated greethka probably consumed its herder.

THE NERVE CENTER

Herdr'tui leads the heroes into an underground grotto. Luminescent stalagmites hang from the ceiling, dripping a greenish dew and providing light for the room. This is clearly an important area to the Stereb culture—the nerve center of this community (in more ways than one, as the heroes will see). There are eight tunnels leading into the Grotto and eight rubble piles in the center of the room. Each a meter high, the rubble piles include pebbles and larger fist-sized rocks.

Herdr'tui calls out into the emptiness, and, moments later, eight withered and shrunken Stereb enter, one through each of the eight entrances. That includes the entrance Herdr'tui led the heroes through; the heroes are not entirely sure how or when that particular elder female Stereb entered the tunnel behind them. Herdr'tui nods graciously to that figure, indicating his fealty to her. The aged Stereb settle atop the eight rubble piles as if they were sitting on beanbags. The piles are horribly uncomfortable for anyone else, but the Stereb seem to find this kind of furniture completely acceptable.

Herdr'tui stands before his leader, whose name is Eldr'har, and recounts recent events in the Stereb language. The exposition is drawn out and ponderous; there's no use for speedy storytelling when you're a Stereb with all the time in the world and no place to go. Eldr'har acts as if she's already aware of the information somehow and addresses the heroes in broken Basic:

"You are not a part of us. Yet you have brought a part of us *back* to us. You are not harmful to Prakith—you have helped Prakith. There is so much *illness* to Prakith—we are beset with it. We hope you have come to this place to help Prakith further."

Eldr'har speaks solemnly, always using plural pronouns; while Stereb are individuals with specialized tasks, they don't seem to have particularly strong egos. Eldr'har invites questions from the heroes. Below are answers to some questions they might ask:

- **Who are the Stereb?**
"We are of the stone. We belong to Prakith, its walls, and its vessels."
- **Have the Stereb always been here?**

"That's a strange question. Where else would we be?"

- **Are you connected to the Stereb on other planets?**
"Other planets? There are other planets? Prakith is all!"
- **Are you in charge here?**
"All here serve Prakith. We all have our function. We elders know the function best."
- **How is Stereb society constructed?**
"We all have our function. The Herders, like Herdr'tui, clear debris. The Hewers work the passages, keeping them open. The Feeders tend to us all. All of us are important to Prakith."
- **What is the illness of which you speak? Are the Stereb sick?**
"Prakith is sick, and the Stereb are part of Prakith. We all suffer."
- **What do you think of the Imperial presence above?**
"All that is of Prakith, belongs. That which is outside is not a part of us."
- **What do you think of the mining activity?**
"There is a cancer on Prakith. We were created to protect against it. But the cancer moves too fast. We can but slow its progress."
- **Do you know a way into the Citadel?**
"We do not know what you are talking about."

Heroes who succeed on DC 20 Knowledge (galactic lore) check recognize that the Stereb are not local, but part of a race that has been encountered on other worlds previously. It takes success on a DC 25 check to recall specific details of their presence elsewhere: While the Stereb have lived on the surface of rocky planets, erecting stone buildings and monuments, their true presence is underground, in the great catacombs they have hewn. It is impossible to divine the original Stereb homeworld; they do not seem to know, themselves.

Understanding the true nature of Stereb society requires a multidisciplinary approach and almost certainly requires the pooling of the heroes' skills. Successful DC 30 Knowledge (social sciences) and Knowledge (life sciences) checks are required, although not necessarily from the same character.

On a success, the heroes realize that the Stereb consider the world they are on to be a living entity (even though, in truth, it is not). The Stereb believe that they are literally the planet's antibodies: microorganisms living symbiotically with the rocky world, responsible for its care. That extends to clearing tunnel blockages to improve the planet's "circulation" of air and water, keeping the effects of erosion uniform, and above all, respecting the surface environment, which seems to be the source of the "illness" Eldr'har describes. Stereb society breaks down into roughly eight different sectors, all corresponding to various imagined autonomic systems within Prakith's planet-sized "anatomy." Herders, such as Herdr'tui, direct their creatures to clear away foreign matter from the planet's tunnels; Hewers keep the tunnels safe and clear; Feeders harvest the lichens to sustain the Stereb.

Any attempt to disabuse Eldr'har or the other Stereb of the notion that Prakith is a living entity, or that they are part of the planetary immune system, results in reduced cooperation, but only by a matter of degree. The Stereb are generally compliant and slow to anger, reacting only in response to an immediate threat. Words do not offend them.

Ad-hoc XP award: Heroes who fully divine the nature of Stereb society have accomplished something that few, if any, have done before, and should receive experience equal to defeating a CL 18 encounter. They

also receive a +5 bonus to any Persuasion checks involving Stereb, anywhere.

EXCISING A TUMOR

The Stereb seem eager (eager for them, anyway) to entertain their visitors. It isn't something they get to do very often. This is a good time for the heroes to rest and recuperate, although the toasted fungus the Stereb serve might not sit well with many stomachs.

Eldr'nol, the youngest male of the elder eight, takes a particular interest in the newcomers. Eldr'nol and his followers are responsible for the logistical needs of the tribe: keeping tabs on where the tunnelers need to go, what the lichen harvesters are doing, and—importantly for the heroes—the big picture of the surface and underworld. Eldr'nol proudly demonstrates a huge slab painted with many phosphorescent hues, which represents the Stereb map of their world as they know it. This is the *petrigrum*, "the Worldflesh set in stone."

Eldr'nol does not recognize references to the Citadel Inquisitorius, Prak City, or anywhere else aboveground unless the heroes provide some kind of geographic context. Human structures are basically all alike to the Stereb, but they do know what the Prak City plateau above them looks like, as well as the Magraddor Range, the mountainous area where the Citadel is. (Granted, the Stereb mostly know it from below, but enough of their kind have reached the surface for mappers to recognize its terrain.) With patience, the heroes can piece together where they are in relationship to the Stereb map and where the surface features are.

The cavern system near Prak City goes much farther than the Empire's records or mining surveys suggest (see the underground map on page 11). The Prakithian crust includes large swaths of minerals that make sonic and gravitic surveys of cave systems unreliable. (Many of those same minerals are what make the planet so attractive to miners.) Importantly, the petrigrum depicts a second extensive cave system to the west, near the Geddis mining operation seen from orbit. Other veins stretch even farther west from that, tantalizingly close to the Magraddor Range—and the Citadel—more than a hundred kilometers away. That portion of the petrigrum is dusty and worn, as if it has not been referred to or updated in many years.

The closest approach of the Prak City Stereb Network (as the heroes might well call it) to the Geddis cave system is only a day's spelunk away, but it might as well be light years. As Eldr'nol explains, the Stereb themselves closed the only connecting passage:

"Sister Eldr'har spoke true. A cancer has come to our Prakith. On the flesh, as with those who took our herder son, and in the flesh, as well. What you see inscribed in stone is the record of a desperate act, but an act of love, to save Prakith.

"When the parasites first arrived, we did not know what they were. We hoped they were like us—the Stereb, the greethka, all of us who are part of the whole. But when they took to burrowing, we found they were of another. Foreign bodies, with no respect for Prakith and a danger to the system.

"None alive forgets when their sound-makers and light-makers entered our world. Hundreds of Stereb were at work in what you call the Geddis caves, tending Prakith as is our purpose. The parasites took our cousins and turned them against that purpose, forcing them to join in ravaging our planet's hide. They became part of the cancer, and we had no choice but to amputate."

It should be apparent from Eldr'nol's speech and the petrigrum that the Stereb are referring to miners who entered the caverns and enslaved

the inhabitants, forcing the rest of the Stereb to collapse the only connecting tunnel.

The Stereb elders must be persuaded that the Geddis Stereb can be restored to their society because their behavior has been only temporarily changed by their new masters. This is a challenging DC 30 Persuasion check because the heroes are up against what is an article of faith for the Stereb—that their enslaved cousins have been turned into parasites ravaging the planet. Heroes who figured out the biological analogy that is the basis of Stereb society get a +5 bonus to the check and should make a case involving such terms. ("Your friends have not become parasites. Prakith has a fever, but if we work together to quell it, they can be restored to you.") Additionally, if the heroes recognized the importance of the greethka nucleus to Herdr'tui and rose above their disgust to retrieve it, the herder Stereb now relates that story to the elders in their own language, granting an additional +5 bonus to the Persuasion check attempt.

If the heroes succeed in persuading the elders, a workforce of 20 able-bodied Stereb escorts them the day's walk to the westernmost terminus, where an engineered cave-in prevents access to the labyrinth under the Geddis mine. Working faster than the heroes might imagine anyone could manage with primitive tools, the Stereb clear a Human-sized passage through the blockage. However, they will not follow the heroes into the unknown. The Stereb will follow only after the heroes inform them that the areas ahead have been secured. They are workers, not warriors.

If the heroes fail to persuade the Stereb to lead them to the cave-in, Herdr'tui encourages them to go it alone, using the directions they have already gleaned from the petrigrum. This lengthens the trip to five days, since the heroes do not have the Stereb's skill at tunneling under challenging conditions. But the Stereb admire their devotion to the task, which is a matter of great merit in their society.

THE EXCLAVE

The following text assumes that the heroes have entered from the Prak City Stereb Network to the east. If they have gained entry by joining or otherwise infiltrating the Geddis mine operations, see the sidebar titled "Variant: Coming in From Above."

When the heroes break through the collapsed rubble separating the two Stereb labyrinths, read the following description aloud:

There is a rush of air, and you are surprised by its foulness. The Stereb labyrinth behind you had been musty, but fresh air still flowed, perhaps due in some way to the glowing lichens. Here, there is nothing but the stench of bodies living in cramped quarters with no hope of escape. A light shines up ahead, but whatever lives here must not have much of a life.

Heroes enter the map found with the encounter "Stereb Exclave" (page 32) from the east; a DC 20 Stealth Check is required before entering the octagonal room currently serving as the Stereb slave quarters. A failed check results in a panicked response from one of the Stereb occupants, attracting the attention of the guards in the command post to the west; this begins the encounter early.

A successful check permits the heroes to attract the attention of a teenage Stereb girl, Helr'ven. She is serving as a nurse for the eight Stereb under her care in the slave quarters. All of them are in pretty bad shape from overwork and mining-related injuries, and she's taken this duty because everyone older is gone.

In the months since the Stereb blocked the passage, Helr'ven has not seen anyone enter from that direction. Her spirits, raised by the thought that her people have returned, fall immediately when she sees the heroes, whom she assumes must be more miners. Since the other Stereb won't have followed the heroes in, Helr'ven begins the meeting with an attitude of unfriendly. The heroes must quietly move her to an attitude of friendly or better (a DC 25 Persuasion check), convincing her that they are not miners who have wiped out the Stereb on the other side of the divide. If she can't be convinced, she raises an alarm that brings in the guards.

If convinced, Helr'ven grows tearfully happy and becomes a useful source of information, responding to questions quietly so as not to alert those to the west:

- **How many are you?**
"Eight here. Fourteen more working the mine. That is, if no more have died today. We are so few now."
- **Who is holding you?**
"The foreign bodies—those like you—hold us with their light-makers and sound-makers. They destroy, destroy, nothing but destroy."
- **How many are they?**
"Two just outside, I think. They come and go. They have made their station in the chamber beyond, where they send our workers out from."
- **How many access points are there to the surface?**
"I don't know anything about that, but the foreigners arrived by breaking through one of our tunnels and have since added three more."
- **How strong are they?**
"Very strong. Stronger than us. They even have things seemingly made of rock that spit fire. And they have brought pestilence, large and small."
- **Can we expect help from your people?**
"We are few, and so sick. They work us until we die. But we are with you in spirit."
- **Do you know how to reach the Citadel in the Magraddor Range?**
"I'm sorry, I don't know what you're talking about."

Helr'ven urges the heroes to take the sickly Stereb back through the eastern passage before proceeding with any assault on the mines. This is a fairly complicated enterprise and requires eight separate DC 25 Stealth checks to be conducted—one check per patient, to be made by each hero removing a Stereb. Patients not moved are in danger of being killed if melee spills back into the living quarters.

Helr'ven will not leave her patients in any event, so the heroes are on their own in heading out the western exit. Turn to the encounter "Stereb Exclave" on page 32.

Ad-hoc XP award: For every patient successfully removed before advancing outside the living quarters, heroes receive a single experience bonus on a sliding scale, from CL 11 to CL 18. One patient equals CL 11, two equals CL 12, and so on.

VARIANT: COMING IN FROM ABOVE

If the heroes did not enter the Exclave from the Stereb community but rather explored opportunities at the Geddis mine, the following changes apply:

Heroes arrive at the Geddis claim under whatever cover story they use to gain access. While at the Geddis work-camp, they encounter a few Stereb working in servitude and realize that Old Man Geddis spoke the truth. There are underground creatures on Prakith, and the Thaarke Corporation is secretly exploiting them to mine more gems than anyone else. Communication with other miners or with Stereb captives aboveground reveals the location of the specific mine shaft where the Stereb community was found.

Heroes enter the "Stereb Exclave" encounter map (page 34) using the elevator, and depending on their inquiries in camp, they might know more about what exists down each tunnel.

After seeing the grueling conditions in which the Stereb work, the heroes might initiate the encounter, attempting to free the slaves. Alternatively, they might encounter Helr'ven first, initiating the conversation above. If she sees the heroes posing as miners, they take a -5 penalty to Persuasion checks to convince her.

Either way, if the heroes decide to free the Geddis Stereb colony, the captive Stereb encourage them to cut off the miners' surface access via the elevator, promising that there are other outlets from the caves. The Stereb will later cave in the passage leading to the elevator, preventing the miners from making an easy return.

When the Geddis mine Stereb feel secure, Helr'ven and her people act to remove the barrier to the Prak City Stereb Network, uniting the exclave with the larger tribe and permitting the heroes to meet with the elders. Impressed by the heroes' actions, the elders might request an additional task (the clearing of the "Devourer in the Dark" encounter) before agreeing to supply the heroes with information on the abandoned cave network to the west that stretches to the Citadel.

EMBRACING YOUR DESTINY: RESCUE

Heroes who have chosen (or secretly have been given) the Rescue destiny take a major step toward it if they rescue the Geddis Stereb from the miners. Grant those heroes the 24-hour destiny bonus at the beginning of Part 3 of this adventure.

A PATH TO THE PAST

Once the miners have been incapacitated or driven out of the Geddis mine and the elevator disabled, a happy and tearful reunion occurs between the two Stereb colonies. The Prak City Stereb widen the passageway and tend to their ailing cousins. (If the heroes entered through the mine shaft above, refer next to the sidebar "Variant: Mission for the Stereb" on page 13.)

Now far more receptive to the heroes' interests, the Stereb offer to share all they know about the caverns between here and the Magraddor Range, where the Citadel stands. Consulting first with a haggard survivor

from the Geddiss mine, Eldr'nol joins the heroes in the chamber that was the miners' command station—a gallery of sorts, with pictograms on the walls. Removing a particular stone from the south side of the western wall, Eldr'nol opens a secret passage 3 meters wide leading off to the west. The control for the secret door is well hidden—the miners never found it—and heroes on their own would have to make a DC 25 Perception check to find it. Inside the hidden chamber, Eldr'nol shows the heroes another petrigram map. A long, narrow Stereb passage leads to a network that extends close to the Magraddor Range. Eldr'nol speaks:

"You are not of Prakith, but your actions show that you are truly born anew of Prakith. Know, then, the secret kept here. The Stereb have been here longer than memory and have tended far more of the Worldflesh than outsiders know. This tunnel leads to a large system where, in ancient times, our forefolk worked far and wide, and even to the mountains you ask of.

"The way is far—many, many days' walk—and you will find, as they did, that the waters have overtaken much of the way. Death for Stereb lies that way. I cannot know if this affects such as you, but if the peaks are your destination, you will find that we have already worked the roots."

A relatively easy DC 18 Survival check enables the heroes to evaluate the western tunnel in relation to the petrigram and realize that more than 100 kilometers of tunnels separate them from the Magraddor Range. With relation to other surface features, it neatly splits the area between the Geddiss mining operation and the Rilkean mines, farther to the southwest. The heroes also realize that the tunnel leading ahead is wide enough to allow the passage of a single speeder bike, like those parked in the Exclave. That area contains five speeder bikes, and if the vehicles were undamaged in the encounter, they should be enough for the whole party (doubled up, if necessary).

Eldr'nol's knowledge comes in handy during questioning:

- **Are the tunnels all as wide as this one?**
"If they remain open, yes. Sometimes they are wider—much wider. The Stereb lived there for a long time and expended great efforts to perfect Prakith's flesh. Some are long and narrow, but none should be impassible."
- **What did you mean when you said the waters had taken over?**
"The tale is a sad one. Prakith wept, and the tears came down from the mountains and through our passages. Prakith did not favor the work of the Stereb there, and much of our network collapsed into an underground sea. Many Stereb were swallowed in the cataclysm. Since, we have worked to do better by Prakith."
- **Are the tunnels completely flooded?**
"I have not visited the place since as a boy, when the waters crested a Stereb's height. But we know nothing of travel and water—in, under, or above it. I would fear to go."
- **Are there exits from the tunnels? Do the tunnels reach the part of the range where the Citadel rises?**
"I do not know this Citadel, but the Stereb of old often dug pores to the surface within mountains to vent Prakith's fevers and provide air for our workers. Could any be there, so far away? None can know."

The heroes should realize that they're on their own in any underground assault through the abandoned Magraddor tunnels, and that the speeder bikes represent the way there and across any water barrier in something less than an eternity. It seems foolish to assault the Citadel aboveground, where the skies and surface are strictly monitored and Inquisitors can sense Force-users for kilometers around. Underground, however, the heroes might have a chance.

Eldr'nol is sad to see the heroes go, but hopeful that they will find what they're seeking. He encourages them to make their own copy of the petrigram so they won't get lost.

As you mount up on the speeder bikes to head into the western passage, the Stereb provide what meager provisions they can for your journey. Although Eldr'nol's imagination has clearly been captured by your expedition, he can only stand by sadly and wave to his new friends. It is not for the Stereb to have adventures. Others might think of the stars, but the Stereb serve the world.

THE UNDERGROUND SEA

The journey to the Underground Sea is a long one—more than 100 kilometers to the point where the flooded chambers start—but this is no place to fly at top speed. The passage is a mixture of Stereb stonework and natural caverns, containing a lot of sharp turns and abrupt changes in elevation. The tunnels have not been occupied in years, so although some glowing lichen grows naturally in spots, no attempt has been made to cultivate it at regular intervals. It's pretty much headlights or nothing.

As such, DC 25 Perception checks are required for all heroes every 25 kilometers (or three times during the journey), with a –2 penalty to the check for every 10 kilometers per hour that the heroes are traveling over 40 kilometers per hour. (Thus, a hero speeding along at 60 kilometers per hour makes his or her check with a –4 penalty.) Failure of any Perception check results in a collision with a wall or stalactite. Riders take 2d6 + 4 points of damage from such a collision, or half damage if they make a DC 20 Pilot check.

Furthermore, after the second Perception check at the halfway point, for the rest of the way, a DC 25 Survival check is required every 10 kilometers by the lead rider or any riders assigned to keep track of the map. There are many side passages in the second part of the journey, and failure means an hour added to the trip due to backtracking.

Once the heroes enter the Underground Sea area, they might not realize immediately that they've arrived. Puddles appear below, separated by higher ground. Ankle-deep water stands in another several kilometers of hallways. Then it grows darker as the sparse lichen on the walls disappears, and soon the walls and the ground disappear, as well. Read the following description aloud:

There were walls here, once, and floors. But it's all gone now, collapsed under the weight of the floodwaters. Who knows how many Stereb chambers stood here? Now, the sea below has claimed them all, and the water is too close for comfort because the surface above remains, its irregular shape hanging like a curtain to catch speeders who come too close.

With the tunnel widening out, the heroes must specify their riding order in two dimensions, since there is no room for two bikes to stack vertically in this cramped area where the water table is so close to the

surface above. Ahead is darkness and fear, as is proven when the heroes enter a bottleneck area; turn to the encounter "Underground Sea" on page 35 for more information.

Ad-hoc XP award: Heroes who complete the speeder bike journey to the Underground Sea without crashing or getting lost receive experience equal to a CL 17 encounter.

STAIRWAY TO HELL

Escaping the fear moss, the heroes advance to the far northern end of the Underground Sea. True to Eldr'nol's speculation, the Stereb tunnels begin to reappear, first as fixtures rising from the water, and finally as passageways leading from the destroyed underwater section. Once in the dry tunnels, the heroes find that the stonework is much more detailed than what they saw in the other Stereb tunnels. This was one of their ancient haunts, and clearly an important one.

Thirty kilometers of tunnels lie ahead, and after the first 20, no further travel by speeder bike is possible. For the first time, the heroes encounter stairs, which lead up through an angling, turning passageway that no bike can navigate. Even minor Force sensitivity is enough to reveal that the passageway leads not upward to the light, but to someplace very dark: an approach to the base of the Citadel Inquisitorius, nestled in the Magraddor Range. The fear moss was attracted to the Underground Sea by the Citadel's presence, feeding off the dark side energy. But at the same time, the moss cloaked the heroes' approach. It's a security flaw the Citadel certainly would do something about—that is, if the Inquisitors had any notion of the extent of the tunnels under the Magraddor Range.

As the heroes climb higher and higher through the dark staircases, it becomes increasingly important for Force-users to shield their thoughts. Three kilometer-long underground staircases stand between the heroes and a Stereb-constructed stone "pore," not far from the foundation of the towering black spire of the Citadel, but reaching the pore undetected will be challenging. At the beginning of each staircase, Force-sensitive PCs must make a Use the Force check to avoid being detected by an Imperial Inquisitor: DC 15 for the first staircase, DC 20 for the second, and DC 25 for the third. The increasing difficulty reflects the heroes' proximity to the Citadel and their distance from the underground field of fear moss. A failed check results in a welcoming party appearing when the heroes emerge—an early activation of the "Citadel Security Team" encounter on page 37.

PART 3: INTO THE CITADEL

When the heroes get their first glimpse of Citadel Inquisitorius from nearby, most likely when they emerge from the catacombs, read the following text aloud:

It is night in the Magraddor Range, which is appropriate, since the Citadel Inquisitorius is a thing out of nightmares. A towering spire rises into the Prakith sky, a black-on-black vision of dread. Faint lights glow weakly from the higher levels. This is a place of dark acts, where the only light employed is that necessary to advance the Emperor's aims.

In contrast to the obsidian monolith above, the plaza around the Citadel seems almost organic. Ancient. That's impossible, given the recent arrival of the Empire, but nonetheless, it is so. Cracked and dusty pavement surrounds the Citadel base, punctuated at the sides by eight intricate stone columns a hundred meters high. Dwarfed by the much taller Citadel at the plaza's center, these ornately decorated cylinders seem mystical in their arrangement, like an ancient sundial. One of Prakith's moons shines above, half eclipsed by the Citadel. This is a place for things of the night.

If the heroes came through the Stereb tunnels, they emerge from an overgrown, crumbled opening just below the base of one of the stone columns. These are the "pores" of which Eldr'nol spoke: Each of the Stereb columns rises from deep underground, and, if the heroes saw them from the air, they'd recognize the columns as something akin to smokestacks. The Stereb built the circle of columns here centuries ago, and Imperial architects took advantage of the paved clearing within the mountains to build the Citadel. Aesthetics played a role, as well; locating amid the ancient ruins appealed to the architects' dark side sensibilities. (Indeed, there is a remote chance that Darth Andeddu brought the Stereb to Prakith as enslaved builders in the first place, centuries ago, although this is only a possibility.)

It is not difficult to scale the building-block stonework to the surface of the plaza, and the approach by night is a lucky break. The plaza is not the source of much activity even in daytime. Because of the Stereb columns, most larger transports serve the Citadel from a platform near the top of the spire. A circular colonnade surrounds the base, with access points to the Citadel underneath the obsidian canopy, but in the dark it's hard to determine the best route inside. There is some cover available for anyone who tries to approach the Citadel's base on foot, but with occasional patrols and meditating Inquisitors, the heroes will need to make an important decision.

A fast dash under the colonnade requires a single DC 30 Stealth check; failure initiates the "Citadel Security Team" (CST) encounter (page 37) and puts the Citadel on high alert. If the heroes make the check or if they defeat the defenders, they must then make a DC 25 Use Computer check (+10 if they have an Inquisitor's code cylinder) to activate the elevator. A failed check brings another CST encounter; a success allows the heroes to advance to Route 1 under "Reaching the Top" (page 19). This is the least ideal method of entry, but it's the cost of impatience, to a degree. (It's an administrative entrance, and it hits the most chokepoints on the way to Master Denia.)

Pausing to reconnoiter puts the heroes in the position of making two DC 25 Stealth checks, one to survey and one to advance, either of which might trigger a security team. But success at either check gives the heroes the option of two more points of entry.

Prisoners' Entrance: The first point is an intimidating-looking archway that leads through a gargoyle-decorated passage toward an elevator. This is the "perp walk" route for new prisoners, and while it offers the most direct route to the top (Route 2), it's designed to look very threatening. To enter this way, the heroes must make a DC 25 Use Computer check (+10 if they have an Inquisitor's code cylinder).

Service Entrance: The second point of entry, not too far away, is what appears to be a seldom-used service elevator with a control panel. This elevator leads to Route 3, which takes the heroes past the training center. To enter this way, the heroes must make a DC 30 Use Computer check (+10 if they have an Inquisitor's code cylinder).

Heroes cannot activate the elevators until any outstanding CST encounters triggered by their Stealth or Use Computer checks are resolved. The Citadel will not put the elevators into lockdown while they're still running Response Teams downstairs. This is new to them—nobody's ever been crazy enough to assault the Citadel before.

VARIANT METHODS FOR CITADEL ENTRY

Although the safest method for entering the Citadel is befriending the Stereb and traveling underground, you should allow the heroes to explore other methods if they choose. Most are unlikely to succeed, but their futility is not without good reason.

The heroes might attempt subterfuge by stealing Inquisitor robes and garb in Prak City. Inquisitors are cycled back and forth from the Citadel on set duty rosters, with regular holographic check-ins along the way. Thus, running a bluff long enough to reach the Citadel would be difficult. In addition, an Inquisitor's code cylinder would need to be cracked to gain return access to Citadel airspace. Another challenge is posed by the fact that Inquisitors travel back and forth in pairs in small speeders, so large parties in costume could not arrive at once.

The heroes might try sneaking into the Citadel on a supply transport from Prak City, such as an airspeeder bringing supplies or hauling out trash. However, the Inquisitors know that transports pose a means of escape from the Citadel, so their arrival and departure weights are closely managed at several checkpoints.

Finally, some of the heroes can allow themselves to be captured and taken to the Citadel. Indeed, if the characters are identified as Force-users, as having fought Valin Draco in the past, as being wanted by the Empire for other crimes, or as known supporters of Bail Organa's faction, they are delivered to the obsidian spire. (Note that if the entire party is captured, the adventure ends.) Any heroes taken prisoner will be found incarcerated in the prison level of the "Storming the Tower" encounter. Alternatively, if the heroes are captured while in Prak City, you can have Jekk Seejo help them escape long enough to head down the Drains and into the Stereb catacombs.

The Empire intends Prakith to be a secure location and has taken many steps in making it so. The fact that it has not yet plugged up *all* the holes—such as better screening of arrivals or fully exploring the underworld—is a reflection of how new the operation is. This is the best, and perhaps the only, time to try to challenge Citadel Inquisitorius.

REACHING THE TOP

Citadel Inquisitorius is a maze of elevators, with levels devoted to different purposes. Lower levels include living areas and offices for basic support functions; higher levels deal with the duties that the Inquisitorius was created to perform, such as keeping tabs on Force-users and imprisoning and torturing suspects.

As such, the Citadel was designed with various communities of occupants in mind, not for the convenience of anyone trying to zoom to the top quickly. Multiple elevator shafts run only partway up the tower, forcing the heroes to transit floors to reach the next required elevator. This results in a series of chokepoint encounters, including:

- Citadel security teams on generic levels (A) for you to label as desired;
- the training center (B), populated by Inquisitors learning their craft; and
- the prison level (C), the last stop for a hapless Force-user on the way to the torture chamber.

Refer to the "Storming the Tower" encounter on page 39. Depending on the route the heroes take into the building, they will run through the encounter in one of the following sequences:

- Route 1 (administrative entrance): A-A-B-A-C-A
- Route 2 (prisoners' entrance): A-A-C-A
- Route 3 (service entrance): A-B-A-C-A

Backtracking requires running through the encounters in reverse, where any opponents not defeated earlier will be waiting. Ironically (though it should be obvious as a functional matter), the most intimidating-looking entryway, the prisoners' entrance, provides the most direct route.

Heroes can learn the specific layout of what is ahead of them by hacking into a database within the building and making a Use Computer check. The computer's attitude starts as hostile, but if accessed with an Inquisitor's code cylinder, its attitude starts as indifferent; it has a Will Defense of 40.

If the heroes do not learn the layout of the Citadel, by each "A" chokepoint prior to the training center and prison level, give them a few hints about the level that lies ahead. That much information would be available on the scene. Additionally, on the lower levels, they can force Imperials to talk and thus learn the whereabouts of Master Denia. However, that information is not necessarily accurate. In fact, Inquisitors underneath the prison level believe that's where she is, not knowing that Draco has taken her farther upstairs. By the conclusion of events on the prison level, the heroes will have learned that Draco has taken Denia upstairs to the torture level.

If the heroes engaged Jekk Seejo to repair their ship and have not already contacted him by comlink, at this time, Seejo contacts *them*. He says that his repairs on their ship are complete, and he is currently on a shakedown run in orbit, not far from the edge of the Citadel's no-fly zone. Completely exasperated with the Empire—and being a terrible calculator of risk in any event—Seejo offers to pick the heroes up wherever they happen to be. This is a good time to make such arrangements, because, after tonight, the way into the Citadel will not nearly be quick enough as a way out.

TORTURE CHAMBER

Following the last encounter in "Storming the Tower," the heroes hear a familiar voice in agony: the wretched cries of Master Denia, coming from the top of a stairwell. Ascending the stairs, they find an octagonal atrium that is 30 meters from ceiling to floor. Suspended high above the center is a platform where Inquisitor Draco and his droids are abusing Master Denia. See "Torture Chamber" (page 43) for more information on running this encounter.

ANOTHER DISTRESS CALL

Watching Draco depart from the landing platform atop the Citadel, the heroes realize that their journey is at an end, in more ways than one. A few hours of darkness remain, but the Citadel is alight with activity below—everyone they might have missed on the way up is now working to secure the facility.

The most likely means of escape comes from Jekk Seejo. After contacting the heroes (in "Reaching the Top," above), Seejo waits an appropriate amount of time in orbit and places another distress call. But this call is fake. It announces that his ship is out of control and heading for the surface. Somewhere, Imperial controllers, recognizing Seejo's voice, engage in headslaps. Not again!

The heroes see their ship approaching from the sky at high speed, only to level out in midair near the top of the Citadel just before striking the mountains. Unable to land on the platform that Draco departed from—the winds are high, and Seejo isn't great in the landing department—the Duros brings the ship to a position just beside and below a jutting surface of the platform. Each hero must make a DC 15 Jump check to jump the 5 meters down, taking falling damage against the ship's roof if they fail.

Comlink chatter should indicate some degree of confusion; the Empire is at a loss for procedures to deal with an attack on Citadel Inquisitorius. It assumed that Prak City's military functions would be a likelier target for sabotage, and that the Inquisitors, safe in their secluded mountain retreat, would be the ones moving to the city's defense. Regardless, there is no point in staying on Prakith a minute longer, and heroes who choose to linger find the skies quickly filling, first with Imperial speeders and then with fighters attempting to prevent their escape. Gamemasters can turn this into an optional extended encounter, but after escaping the Citadel Inquisitorius, the heroes should be quite ready to hit the skies.

Ad-hoc XP award: Heroes who escape from Prakith with Jekk Seejo will have recruited a figure—erratic as he is—who knows information about Imperial testing and design that will be useful to the Empire's foes. The heroes receive experience equal to defeating a CL 18 encounter.

EMBRACING YOUR DESTINY: DISCOVERY

Heroes who have chosen (or secretly have been given) the Discovery destiny take a major step toward it if they deliver Jekk Seejo from Prakith and send him to Bail Organa for debriefing. Grant those heroes the 24-hour destiny bonus at the beginning of *Jaws of the Sarlacc*, the final adventure in the **Dawn of Defiance** campaign.

VARIANT METHODS FOR CITADEL ESCAPE

Since Jekk Seejo is not entirely reliable, the heroes might make alternative plans for their escape from the Citadel. However events progress, the characters have a very narrow window for getting out, and their plans should address that.

Leaving a hero (instead of Jekk Seejo) in Prak City with the ship causes events to proceed more or less the same, only without the award for bringing Seejo into the resistance.

As another option, the heroes can try to bluff their way out of the Citadel. Considering that they probably caused a good deal of chaos while moving up through the tower, they might be able to descend in disguise if they also engage in a little sabotage along the way. If they manage to flee the Citadel, their best move is to retreat down the Stereb staircase, obtain the speeder bikes, and look for another exit farther into the cracked wilderness. Completely backtracking to the Stereb civilization, while possible, runs the risk of revealing the creatures' existence to the Empire. The Citadel's builders currently believe that whoever built the ruins around and under the Magraddor Range are long gone and have no connection with the Stereb found by the Geddiss miners.

CONCLUDING THE ADVENTURE

Jumping to hyperspace puts some welcome distance between the heroes and Prakith, but their news about Master Denia's fate is understandably troubling to their allies. Speaking holographically, Bail Organa reassures them that their efforts have not been in vain, and he asks them to return to Lady Alya Aldrete.

"I know things look dark to you now, having lost Master Denia. But things have looked dark for the galaxy before, and good people have always come back—good people like Denia, who have helped us pour sand into the Imperial war machine and hopefully, some day, push back the darkness.

"You have come a long way in the short time that I have known you. The end of the journey is in sight; the final steps lie ahead. I ask that you rendezvous with Lady Alya, who even now is working on leads to find Draco and put an end to the Sarlacc Project once and for all. Go, and may the Force be with you."

Once the heroes meet back up with Lady Alya, they can begin *Jaws of the Sarlacc*, the final adventure of the **Dawn of Defiance** campaign.

SAVING SEEJO

CHALLENGE LEVEL 18

SETUP

When the encounter begins, Jekk Seejo has just tumbled down the stone stairs from the top of the map and crashed against the hovel to the south. The COMPNOR supporters descend the stairs.

READ-ALOUD TEXT

When the encounter begins, read the following text aloud:

The COMPNOR thugs—two, four—no, six!—aren't happy at all to have outsiders meddling with their fun. "If you like Greenie here," snarls one, "maybe you can have what he's having!" This situation has just boiled over.

COMPNOR SUPPORTERS

The fanatical COMPNOR supporters—four men and two women—are the least of the threats the Empire has to offer in Prak City, but they have more official sanction here in the Work Zone, and they're bolder about their actions and their numbers than the heroes have seen previously. The supporters are dressed like any other locals down here.

It's hard to imagine why anyone would want to make life in the Work Zone of Prak City any harder. However, the miniature mob that's arrived is more than happy to take out their frustrations on others in the name of the Empire.

COMPNOR Supporter (6)

CL 9

Medium Human scoundrel 9

Force 4; **Dark Side** 5

Init +5; **Senses** Perception +9

Languages Basic

Defenses Ref 22 (flat-footed 21), Fort 20, Will 20

hp 55; **Threshold** 20

Speed 6 squares

Melee vibroblade +8 (2d6+6) or

Melee stun baton +9 (1d6+6/2d6+6 stun)

Ranged blaster pistol +7 (3d6+4)

Base Atk +6; **Grp** +8

Atk Options Acrobatic Strike, Dastardly Strike, Improved Charge, Point Blank Shot, Powerful Charge, Precise Shot, Running Attack

Special Actions Disruptive, Skirmisher, Sneak Attack, Walk the Line

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 9

Talents Dastardly Strike, Disruptive, Skirmisher, Sneak Attack, Walk the Line

Feats Acrobatic Strike, Dodge, Improved Charge, Mobility, Point Blank Shot, Powerful Charge, Precise Shot, Running Attack, Weapon Focus (stun baton), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +10, Deception +8, Perception +9, Persuasion +8, Stealth +10

Possessions vibroblade, stun baton, blaster pistol, COMPNOR antialien propaganda (concealed in jacket), credit chip (100 credits)

COMPNOR Supporter Tactics

As with the COMPNOR supporters in *The Core of Corruption* (Episode VI of the **Dawn of Defiance** campaign), these attackers aren't long on subtlety, since they're not accustomed to resistance. They go on the attack using Improved Charge and Powerful Charge. Non-Human targets and Jekk Seejo are targeted first. The supporters use Acrobatic Strike to outflank opponents. Since they don't initially intend to kill (beyond thinking that they can dump Jekk down the Drains), they attack first with stun batons and move up to blasters set on stun (and, finally, kill) as needed. For his part, Jekk Seejo does not fight, instead covering behind the heroes and scrambling off the map to the south as soon as he is able.

Once the fight breaks out, one of the supporters calls for help. Six rounds later, four Imperial sovereign protectors arrive on the scene.

IMPERIAL SOVEREIGN PROTECTORS

The newly created Imperial Sovereign Protectors are the elite of the elite Royal Guards. These particular sovereign protectors are on Prakith to receive Force training, though they have not yet received their training from the Inquisitors. When the COMPNOR agents are attacked, these guards are dispatched to help deal with the situation.

These guards look to be garbed in the armor of the Royal Guard, though large sections of their armor are painted black. Each carries a heavy double vibroblade and moves with the grace associated with a powerful melee combatant.

Imperial Sovereign Protector (4)

CL 14

Medium Human nonheroic 6/soldier 6/elite trooper 6

Force 5; **Dark Side** 13

Init +21; **Senses** low light vision; Perception +18

Languages Basic

Defenses Ref 31 (flat-footed 27), Fort 27, Will 24

hp 105; **DR** 3; **Threshold** 27

Speed 4 squares

Melee double vibroblade +18* (2d10+9) or

Melee double vibroblade +16* (2d10+9) and

double vibroblade +16* (2d10+9) or

Melee unarmed +18 (1d8+8)

Ranged heavy blaster pistol +18 (3d8+6)

Base Atk +16; **Grp** +18

Atk Options Flurry Attack, Point Blank Shot, Power Attack

Special Actions Harm's Way, Quick Draw

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 8

Special Qualities delay damage

Talents Armored Defense, Exotic Weapon Mastery, Flurry Attack (double vibroblade), Harm's Way, Improved Armored Defense, Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Martial Arts II, Point Blank Shot, Power Attack, Quick Draw, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +21, Perception +18

Possessions Royal Guard armor (+7 armor; as ceremonial armor with helmet package), double vibroblade, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac

** Includes 1 point of Power Attack.*

Imperial Sovereign Protector Tactics

The sovereign protectors move quickly into melee so that they can use their vibroblades, trying to pin any heroes against solid surfaces so they can attack twice with their double vibroblades.

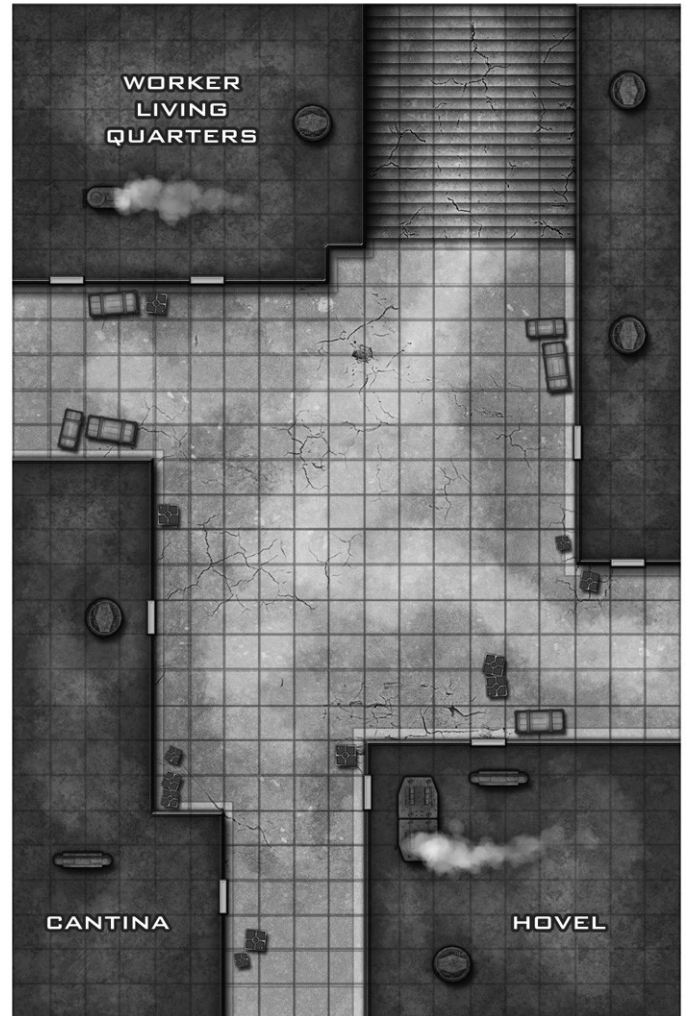
CONCLUSION

Down here in the alley after dark, there's a good chance that a brawl will go unnoticed; the Empire rather expects COMPNOR supporters to start a lot of the fights themselves. Bystanders disappear into the nearby buildings quickly. COMPNOR supporters who are reduced to one-quarter of their hit points or who move -3 steps on the condition track try to flee up the stairs on foot, running down a side alley or into the cantina as a last resort. They do not flee to the south, where one of the Drains is, fearing that might give an attacker ideas.

Once the heroes deal with the sovereign protectors, they will need to make haste in their departure. Though the government of Prakith expects trouble from the COMPNOR supporters, they will not take the deaths of four sovereign protectors lightly. However, the Empire's response will likely be slow, since the local government expects the sovereign protectors to be able to handle themselves and therefore will not have reinforcements nearby.

FEATURES OF THE AREA

The wall to the right of the stone staircase is the side of a building. Add minor obstacles as desired.



PRAK CITY SECURITY FORCE

CHALLENGE LEVEL 17

SETUP

This event can be triggered any time the heroes do something that the Imperial authorities cannot help but notice, and it can occur more than once. A generic Work Zone street area is provided. Place the heroes near the center of the map, just outside the cover of the construction zone. The Imperial speeder can arrive from any direction the GM chooses.

READ-ALOUD TEXT

When the Imperials enter the combat area, read or paraphrase the following:

Sirens! There's nothing subtle about the arrival of the authorities in Prak City. An Imperial hovercraft swoops down the street, off-loading armed guards into the plaza. Passersby disappear into the doorways nearest them; they know too well what's coming next.

PRAK CITY GUARDS

The basic guard unit of the Empire on Prakith, Prak City guards see that order is kept in the Work Zone while construction is going on. They are seen frequently during daylight hours, when a show of force in front of the workers can have the most visual impact.

If you've seen one stormtrooper, you've seen them all. But it's probably better if you don't see all the stormtroopers in Prak City—because this squad is the thin edge of the wedge.

Prak City Guard Squad

CL 14

Large Human squad nonheroic 9/soldier 6/elite trooper 5

Force 3; **Dark Side** 12

Init +19 ; **Senses** Low-light vision, **Perception** +18

Languages Basic

Defenses Ref 31 (flat-footed 26), Fort 31, Will 23

hp 294; **DR** 2; **Threshold** 51

Immune grab/grapple, +5 to Fort/Will Defense vs. Use the Force checks

Speed 6 squares

Melee unarmed +24 (1d8+8)

Melee stun baton +24 (2d6+8 stun)

Ranged blaster rifle +27 (3d8+9, devastating 5), 1-square splash or

Ranged blaster rifle +25 (4d8+9, devastating 5), 1-square splash with Rapid Shot

Base Atk +17; **Grp** +21

Atk Options Rapid Shot

Abilities Str 16, Dex 18, Con 16, Int 10, Wis 12, Cha 10

Special Qualities squad traits

Talents Armored Defense, Devastating Attack (rifles), Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Improved Armored Defense, Weapon Specialization (rifles)

Feats Armor Proficiency (light), Coordinated Attack, Improved Damage Threshold, Improved Defenses, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Unstoppable Force, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +19 , Perception +18

Possessions blaster rifle, stun baton, stormtrooper armor

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach; a squad can choose not to attack one of its allies, and its attacks of opportunity are never considered area attacks. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Prak City Guard Squad Tactics

Lately, the aggressive Prak City guards have become more accustomed to giving pursuit than engaging in combat. They expect the heroes to enter the cover of the construction site, and the guards take advantage of cover themselves. They coordinate their attacks and try to flank their opponents if they become engaged in melee. Once combat begins, these fighters try to stun their opponents unless lethal force is used against them. If that happens, the guards counterattack with lethal force as well.

PRAK CITY SQUAD COMMANDER

A veteran of the Clone Wars, the Prak City Squad Commander lends his experience to the guard unit.

Prak City Squad Commander

CL 11

Medium Human nonheroic 4/soldier 5/officer 5

Force 5; **Dark Side** 5

Init +14; **Senses** low-light vision, **Perception** +15

Languages Basic, Bocce, High Galactic

Defenses Ref 27 (flat-footed 25), Fort 25, Will 25

hp 74; **Threshold** 25

Speed 6 squares

Melee unarmed +14 (1d4+8) or

Melee stun baton +14 (1d6+8 or 2d6 +8 stun)

Ranged blaster rifle +16 (3d8+7) or

Ranged stun grenade +15 (4d6+7 stun, 2-square burst)

Base Atk +13; **Grp** +14

Atk Options Coordinated Attack, Deadeye, Melee Defense, Point Blank Shot, Precise Shot

Special Actions Assault Tactics, Battle Analysis, Born Leader, Deployment Tactics

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 14

Special Qualities Command Cover, Share Talent (Assault Tactics, Deployment Tactics)

Talents Armored Defense, Assault Tactics, Battle Analysis, Born Leader, Deployment Tactics, Improved Armor Defense

Feats Armor Proficiency (Light), Coordinated Attack, Deadeye, Dodge, Melee Defense, Mobility, Point Blank Shot, Precise Shot, Skill Focus (Tactics), Weapon Focus (rifles), Weapon Proficiency (simple, rifles)

Skills Initiative +14, Knowledge (tactics) +19, Perception +15, Persuasion +14

Possessions stun baton, blaster rifle, 2 stun grenades, Prak City guard armor (+6 Reflex, +2 Fortitude, +2 equip), comlink

Prak City Squad Commander Tactics

The Prak City Squad Commander immediately demands the heroes' surrender. If the characters refuse or try to flee, the Commander orders an attack on the strongest-appearing party members (such as Jedi, fighters, or large aliens), using Born Leader, Assault Tactics, and Deployment Tactics. The Commander makes every effort to remain in sight of the rest of his response team, while remaining out of melee combat range. If the squad is in danger of becoming separated or if the leader is in danger of being incapacitated, the Commander shares his talents with the guards.

SWIFT ASSAULT 5 HOVERCRAFT

Propelled on an air cushion, the Swift Assault 5 Hovercraft is slower than many models of repulsorcraft but still quite useful for patrol duties in Prak City.

The locals know the sound. The Imperials normally bring their hovercraft in for show when they need to close the cantinas for the night, a task for which the vehicles are dramatically overarmed. You can see the crew inside, behind their armor-tough ceraglass windows. This won't be easy.

Swift Assault 5 Hovercraft

CL 10

Gargantuan ground vehicle (airspeeder)

Init +5; **Senses** Perception +13

Defenses Ref 17 (flat-footed 15), Fort 28; +10 armor
hp 150; **DR** 15; **SR** 20; **Threshold** 48

Speed fly 9 squares (max velocity 200 km/h)

Ranged double blaster cannon +7 (see below) and
double laser cannon +7 (see below) and
concussion missiles +7 (see below)

Fighting Space 4x4; **Cover** total (passengers +5 if side doors are open)

Base Atk +5; **Grp** +38

Atk Options autofire (double blaster cannon, double blaster cannon)

Abilities Str 46, Dex 14, Con —, Int 14

Special Qualities sensor enhancement package

Skills Initiative +5, Mechanics +8, Perception +13, Pilot +5, Use Computer +8 (+13 sensors)

Crew 4 (expert); **Passengers** 6

Cargo 50 kg; **Consumables** 2 days; **Carried Craft** none

Payload 16 missiles

Availability Military; **Cost** 75,000 (45,000 used)

Double blaster cannon (gunner)

Atk +7 (+2 autofire), **Dmg** 5d10

Double laser cannon (gunner)

Atk +7 (+2 autofire), **Dmg** 5d10

Concussion missile launcher (copilot)

Atk +7, **Dmg** 6d6x2, 2-square splash

Swift Assault 5 Hoverscout Tactics

The hoverscout approaches the heroes' position quickly. The side doors open just before the hovercraft reaches its destination, allowing the carried troopers to jump out and advance on their enemies quickly. The doors close as soon as the troopers have been dropped off. The hoverscout then tries to block one avenue of escape while targeting heroes with its weapons. The members of the ship's crew can grant each other and their teammates on the ground a +2 bonus to attacks by laying down cover fire (attack versus Reflex Defense 10) or by providing current sensor information (DC 10 Use Computer check) through their helmet comlinks.

CONCLUSION

If the fight goes poorly for the Security Force, additional troops are called in. Reinforcements consisting of another Swift Assault 5 Hovercraft, a guard squad, and one commander arrive 5 turns after the call is issued. The initial Security Force takes cover and tries to keep the heroes pinned down until help arrives.

If the heroes flee on foot, the guards give chase. If the heroes elude the guards or flee in an air vehicle, three surveillance droids are sent out to search for them. (See the description and tactics of the FSD-6D flying surveillance droid on page 27 of *The Core of Corruption*, Episode VI of the **Dawn of Defiance** campaign.) Heroes can elude pursuit permanently by sliding down one of the Drains, if one is nearby.

Captured heroes are questioned and sent to the prison level of the Citadel Inquisitorius to await rescue by their teammates.

Commandeering the hovercraft won't do much good, since it cannot breach the walls of Prak City to get down into the craggy valley.

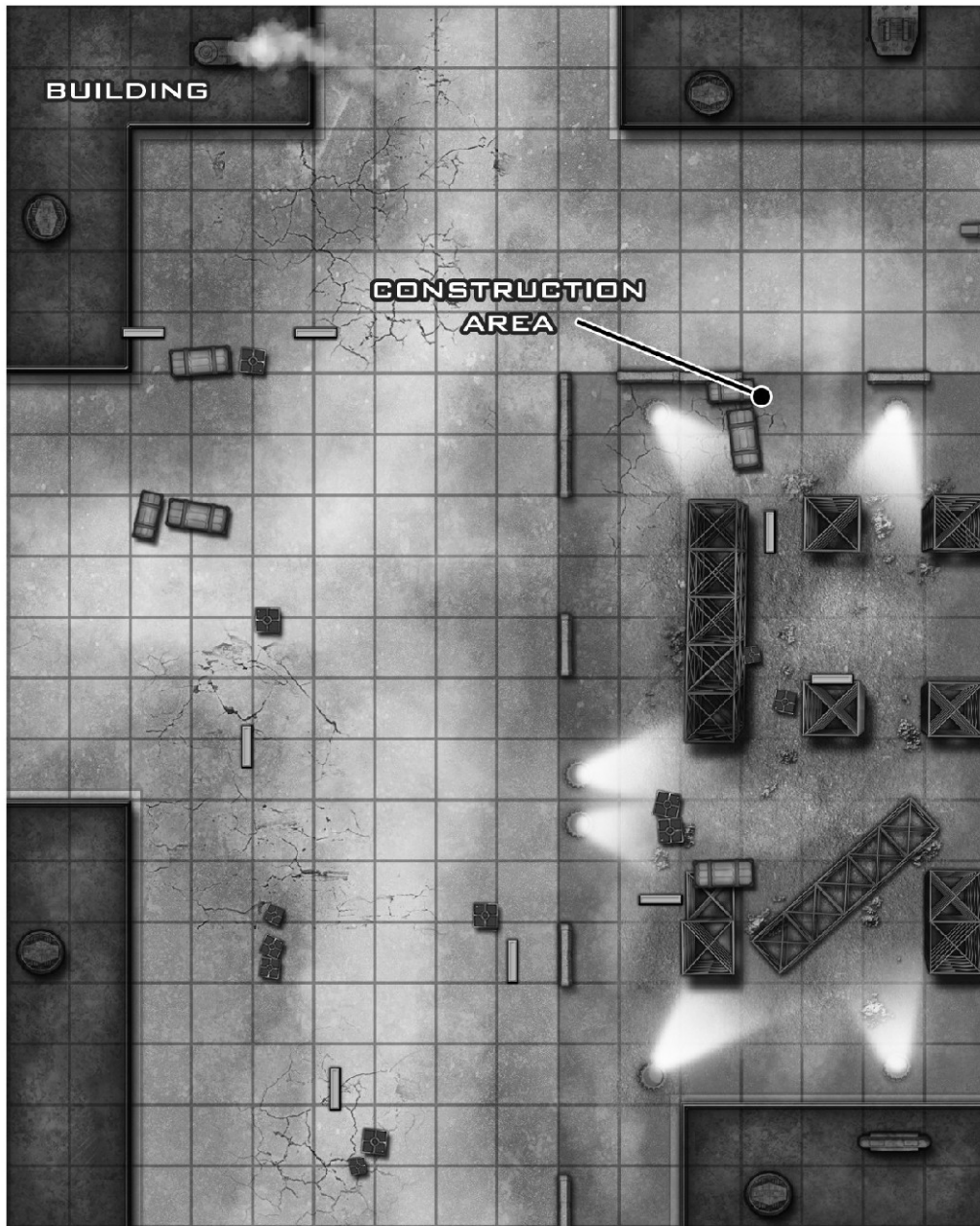
ENCOUNTER MAP

See the map of the area on page 25.

FEATURES OF THE AREA

The construction zone to the southeast is considered cover, with several large columns already erected as supports for some future building. Through the construction area off the map to the south, the heroes can reach one of the Drains.

"PRAK CITY SECURITY FORCE" ENCOUNTER MAP



CURIOUS INQUISITOR

CHALLENGE LEVEL 18

SETUP

This encounter can be triggered at any point by the heroes' actions; the Inquisitor arrives in response to activity that suggests the presence of a Force-user. If this encounter is not triggered earlier in the adventure, the Inquisitor arrives during a random sweep after the heroes meet Herdr'tui.

Place the heroes near the cover area at the center of the map; this represents the hiding place where they find the Stereb. The Inquisitor's shuttle lands in the slightly raised landing area to the northeast.

READ-ALoud TEXT

Soon after the heroes trigger an Inquisitor's response, the shuttle flies in.

That's something you don't want to see—an Imperial shuttle coming in over the rooftops of the Work Zone, headed your way. You spy the symbol of the Inquisitorius on the nose of the vessel. It's safe to say that they're not just slumming today.

PRAK CITY GUARDS

Inquisitor Jorad is accompanied by a Prak City guard squad (see page 23).

Prak City Guard Squad CL 14

Large Human squad nonheroic 9/soldier 6/elite trooper 5

Force 3; **Dark Side** 12

Init +19 ; **Senses** Low-light vision, **Perception** +18

Languages Basic

Defenses Ref 31 (flat-footed 26), Fort 31, Will 23

hp 294; **DR** 2; **Threshold** 51

Immune grab/grapple, +5 to Fort/Will Defense vs. Use the Force checks

Speed 6 squares

Melee unarmed +24 (1d8+8)

Melee stun baton +24 (2d6+8 stun)

Ranged blaster rifle +27 (3d8+9, devastating 5), 1-square splash or

Ranged blaster rifle +25 (4d8+9, devastating 5), 1-square splash with Rapid Shot

Base Atk +17; **Grp** +21

Atk Options Rapid Shot

Abilities Str 16, Dex 18, Con 16, Int 10, Wis 12, Cha 10

Special Qualities squad traits

Talents Armored Defense, Devastating Attack (rifles), Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Improved Armored Defense, Weapon Specialization (rifles)

Feats Armor Proficiency (light), Coordinated Attack, Improved Damage Threshold, Improved Defenses, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Unstoppable Force, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +19, Perception +18

Possessions blaster rifle, stun baton, stormtrooper armor

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach; a squad can choose not to attack one of its allies, and its attacks of opportunity are never considered area attacks. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Prak City Guard Tactics

The Prak City guards use the same tactics as described on page 23, except that they follow the lead of Inquisitor Jorad and attempt to protect him at all costs.

INQUISITOR JORAD

Once a Jedi Guardian, Jorad was spared after Order 66 was given when he was found and turned by the Inquisitorius. Always too prideful for the Jedi Order, his conversion was not difficult. Now, on the planet that's the seat of power for his organization, Jorad hopes to make the big arrest that will get him off patrol duty and into Citadel Inquisitorius more often.

A vision in red and black steps from the shuttle, flanked on all four sides by guards. They all stop at once as the Inquisitor looks at you.

"I am Inquisitor Jorad," he says, his nasal voice dripping with disdain. "And I am most interested in who *you* might be. My time away from the Citadel is seldom rewarding, but something tells me that you will make this a very interesting trip! *Very* interesting indeed."

Inquisitor Jorad

CL 12

Medium Human Jedi 7/scoundrel 2/Force adept 3

Force 7; **Dark Side** 5

Init +19 (Force Intuition); **Senses** Perception +14

Languages Basic, Bocce

Defenses Ref 27 (flat-footed 24), Fort 24, Will 29

hp 59; **Threshold** 24

Speed 6 squares

Melee lightsaber +15 (2d8+6) or

Melee lightsaber +13 (2d8+6) and

blaster pistol +11 (3d6+6)

Ranged blaster pistol +13 (3d6+6)

Base Atk +10; **Grp** +10

Atk Options Acrobatic Strike, Dastardly Strike, Dual Weapon Mastery II, Point Blank Shot, Precise Shot

Special Actions Elusive Target, Empower Weapon, Lightsaber Defense

Force Powers Known (Use the Force +19): *Force slam, mind trick, negate energy, rebuke*

Force Techniques Force Power Mastery (*negate energy*)

Abilities Str 11, Dex 16, Con 11, Int 12, Wis 16, Cha 16

Talents Dastardly Strike, Disciplined Strike, Elusive Target, Empower Weapon, Force Intuition, Lightsaber Defense +2

Feats Acrobatic Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Training (2), Force Sensitivity, Point Blank Shot, Precise Shot, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus, Weapon Proficiency (lightsaber, pistols, simple)

Skills Acrobatics +14, Perception+14, Stealth +14, Use the Force +19

Possessions lightsaber (self built), blaster pistol, Inquisitorius uniform, comlink, tracking device, code cylinder

Inquisitor Jorad Tactics

Inquisitor Jorad is tasked to bring any unknown Force-users to the Citadel where they can be questioned and possibly turned into new weapons for the Inquisitorius. To this end, he tries to capture Force-users alive, using any form of trickery or subterfuge at his disposal. Favorite tactics include attacking from hiding or feinting (using his skills alone or in conjunction with *mind trick*) to deny opponents their Dexterity bonus to Reflex Defense, then using Dastardly Strike against them; and using *Force slam* to knock opponents prone before he approaches and attacks them in melee. Unless the odds are against him, Jorad might wade directly into melee using Acrobatic Strike and Elusive Target while wielding his lightsaber and blaster pistol against his target. Before combat, he ignites his lightsaber and spends 1 round to empower it. He is not averse to capturing weaker, non-Force-sensitive heroes to use as hostages.

THETA-CLASS SHUTTLE

This vehicle is the same as the *Theta*-class shuttle on page 141 of *Starships of the Galaxy*, upgraded with an expert crew.

Theta-class Shuttle

CL 12

Colossal space shuttle

Init +7; **Senses** Perception +8

Defenses Ref 15 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat hp 120; **DR** 10; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 825 km/h), fly 3 squares (starship scale)

Ranged quad laser cannon +7 (see below) and laser cannons +7 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +5; **Grp** +38

Atk Options autofire (quad laser cannon)

Abilities Str 42, Dex 16, Con —, Int 14

Skills Initiative +7, Mechanics +8, Perception +8, Pilot +7, Use Computer +8

Crew 5 (expert); **Passengers** 16

Cargo 50 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive ×1 (backup ×15), navicomputer

Availability Restricted; **Cost** 1,000,000 (210,000 without luxury upgrades)

Quad laser cannon (gunner)

Atk +7 (+2 autofire), **Dmg** 6d10×2

Laser cannons (gunner)

Atk +7, **Dmg** 4d10×2

Theta-class Shuttle Tactics

The shuttle approaches the heroes' position quickly, dropping in from above. The passenger door swings open just before the shuttle reaches

the ground, allowing the guards and Inquisitor Jorad to step quickly into the clearing. Once they have been dropped off, the door closes, and the shuttle rises again, prepared to move to cut off the escaping heroes.

CONCLUSION

If the heroes defeat the Inquisitor, they find a code cylinder on him that assists in the entry to Citadel Inquisitorius. Dispatching Jorad, his team, or the shuttle brings a response in the form of another "Prak City Security Force" encounter (page 23), so heroes should quickly move to escape the area. Herd'rui, running to the south at the opening of this encounter, encourages the heroes to enter the Drains with him. The shuttle can be commandeered, although since it has a tracking device onboard, it will not get far before TIE fighters arrive to ground it.

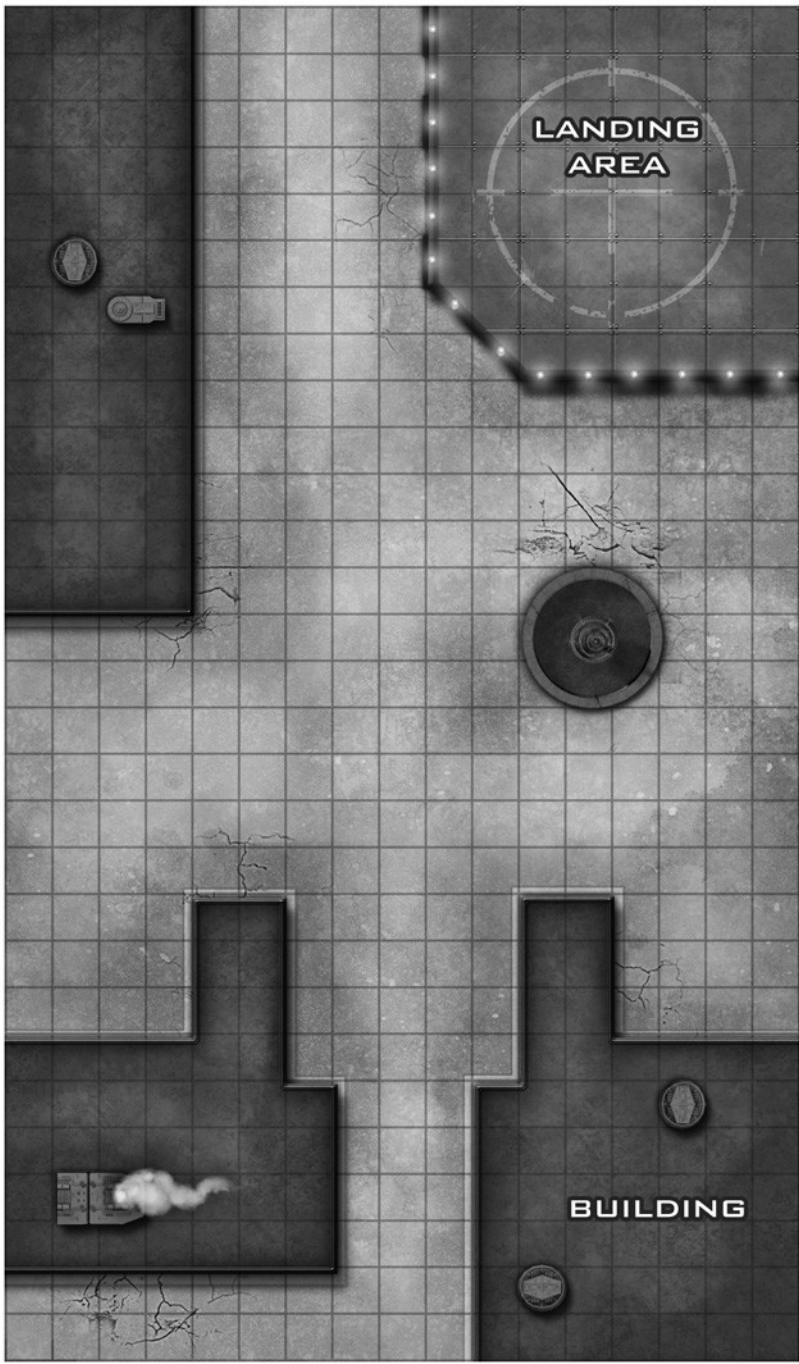
ENCOUNTER MAP

See the map of the area on page 28.

FEATURES OF THE AREA

You can place obstacles on the map or use another map as desired, but be sure to include two important elements: enough room for the shuttle to land, and an alleyway to the south that leads to the Drains (off the map).

"CURIOUS INQUISITOR" ENCOUNTER MAP



DEVOURER IN THE DARK

CHALLENGE LEVEL 18

SETUP

The heroes arrive abruptly, sliding at high speed down one of three steeply slanted (80-degree) bore-holes from above. Heroes entering from the tube at the construction site in Prak City arrive at Location 1; Herdr'tui and heroes entering from immediately after the "Curious Inquisitor" encounter arrive at Location 2; and those entering from after the final "Prak City Security Force" encounter arrive at Location 3. Each location features a 5-meter-high pile of garbage and other debris. Locations 1 and 2 are infested by ratlike dinkos; Location 3 is closest to the greethka's watery lair.

If Herdr'tui arrives with the heroes, he immediately begins to retreat toward whatever cavern wall he is closest to, seeking higher ground. He wants to stay away from the giant greethka.

READ-ALoud TEXT

Once all the heroes enter one of the Drains, read the following text aloud:

You rocket down the slick chute before tumbling into a wet pile of garbage. It's a painful landing, but no one seems to have followed you—nor should they, since this cavern looks like nothing more than a great stomach, with glowing bioluminescent slime dripping from the ceiling. Water trickles into the cavern off a collapsed pile of rocks to the north, collecting into a large green pool before washing out a black exit to the south. Below the ends of the chutes above lie massive hummocks of trash, waiting as if to be digested by something. Noises echo through the chamber.

DINKO HORDE

Disgusting scavengers, dinkos appear wherever the people of the galaxy least want them. Although the creatures are tiny, only a tenth of a meter in length, these orange lizardlike nasties have four clawed feet and poisonous fangs. Their powerful scent glands emit a noxious stench.

The trash heap rumbles, and it's not just gravity causing it to settle. There's something in here. A lot of somethings—and they stink!

Dinko Horde (8)

CL 5

Diminutive beast pack 3

Init +10; **Senses** scent, motion-sensitive vision; Perception +7

Defenses Ref 19 (flat-footed 15), Fort 10, Will 11
hp 28; **Threshold** 20

Speed 6 squares

Melee bite -3 (1d2+1)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** -10

Atk Options poison

Abilities Str 2, Dex 18, Con 10, Int 1, Wis 12, Cha 8

Special Qualities motion-sensitive vision, pack traits, poison, scent, stench

Feats Skill Training (Initiative), Weapon Finesse (bite)

Skills Initiative +10, Perception +7, Stealth +20, Initiative +10

Motion-Sensitive Vision—The eyes of a dinko have evolved such that they see only movement. The creature takes a -5 penalty to attack rolls against motionless opponents. Although a dinko cannot see its opponent, its keen sense of smell alerts it to the presence of potential prey (see Scent, below).

Pack Traits—The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack.

Poison—If the bite of a dinko deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20 + 8) against the target's Fortitude Defense, the target moves -1 step on the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Scent—Dinkos ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking (see the Survival skill).

Stench—Dinkos exude a foul stench that nauseates most other creatures. If the stench succeeds on an attack roll (1d20 + 5) against the target's Fortitude Defense, the target becomes nauseated for 1 round. A nauseated target can make only a single move action that round. The stench attacks each round that the target remains within 2 squares of the dinko.

Dinko Horde Tactics

Each of the eight hordes consists of five dinkos, but you should run each horde as a group, not individually. So the heroes are fighting 40 creatures, but you need to roll for only eight. The dinkos are very aggressive and attack anything that moves. They escape the giant greethka by climbing out of its way (and by multiplying faster than it can consume them all).

GREETHKA

Motile slimes, molds, and jellies are well suited to life in the subterranean wilderness of Prakith. Many live on the heat and energy provided by the lava and magma of the underworld, but others have adapted and evolved to take advantage of other resources, whether organic or inorganic. The gelatinous masses known to the Stereb as greethka eat everything.

Normal adult greethka grow to about 2 meters in width, a perfect size for oozing through the passages of Prakith. They vary in shape from a glistening, bulging sphere to a flat, slimy pancake, depending on what they're digesting. In any form, they can extrude one to three 3-square-long pseudopods from any section of their body, with which they grab and pin their food source. Wild greethka prefer to live in large placid ponds fed by underground waters, but sometimes they live in fast-moving rivers through which they swim, as fast as a fish, in a wormlike form. They are greenish-brown in color and slightly translucent; large globules (often remains of recent repasts) float at random within their bodies.

As the heroes learn later if they quiz Herdr'tui, the greethka in this cavern is an aberration. Greethka whose diets are not regulated grow uncontrollably. That's the case with the 2-square-diameter greethka in the pond in the cavern; it's been living off the debris dumped by the Empire.

The water in the pool glows, but it's not just the shiny goo that's dripping off the stalactites. There's something organic to the way the water is shimmering.

Wait—that's not water . . .

Greethka, Giant

CL 16

Huge aquatic subterranean beast 16

Init +13; **Senses** heat sense, tremorsense; Perception +15

Defenses Ref 8 (flat-footed 8), Fort 19, Will 12

hp 216; **Threshold** 29

Immune mind-altering effects, stunning effects

Speed 6 squares (slithering), 12 squares (swimming)

Melee 3 slimy pseudopod slams +23 (1d8+19)

Ranged slime burst +12 (1d8+19)

Base Atk +12; **Grp** +33

Atk Options Bantha Rush, Crush, envelop, Pin, Trip

Abilities Str 32, Dex 10, Con 28, Int —, Wis 15, Cha 8

Feats Bantha Rush, Crush, Pin, Skill Training (Initiative, Stealth), Trip

Skills Initiative +13; Perception +15, Stealth +3

Envelop—A giant greethka can envelop Large or smaller creatures with its body, automatically crushing them for 2d8+30 points of damage. A creature that was pinned and crushed in the prior round and does not escape the grapple by the next round is automatically enveloped, cannot attempt to break the grapple, and cannot escape on its own in subsequent rounds. A greethka can envelop one Large creature, two Medium creatures, or four Small or smaller creatures at one time. Enveloped creatures need not fear acid damage, since the greethka begins digesting its prey only after it is safe from other attacks and the prey ceases breathing and struggling.

Heat Sense—A giant greethka can sense heat through sensors just under the surface of its outer membrane. These sensors are scattered around its entire body. The sensors allow the greethka to detect heat

signatures from anything within 15 squares using a normal Perception check.

Tremorsense—A giant greethka does not see and hear in the regular sense. Instead, it automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required). The creature is not affected by darkness, but it is highly sensitive to energy (sonic) effects. A simple claxon or alarm can keep a greethka at bay for 1d6 rounds until it gets its bearings, and sonic-based weapons (including vibroblades and the like) deal double damage.

Greethka Tactics

The greethka heads toward the nearest thing detected by its tremorsense. After feeling the item with a pair of pseudopods, it tries to envelop the item.

CONCLUSION

Killing the greethka results in a terrible mess of jelly and goo. The heroes notice a glowing mass deep within the beast's slimy innards, and they have the opportunity to retrieve it for Herdr'tui before he leads them out of the southern watery passage.

ENCOUNTER MAP

See the map of the area on page 31.

FEATURES OF THE AREA

Because of the low lighting, the heroes and the dinkos take a –2 penalty to attack rolls and a –5 penalty to visual Perception checks. Heroes might gain partial or total concealment at the GM's discretion by standing absolutely still or by masking their body heat by standing adjacent to something that is the same temperature or hotter than they are. The only exit from the cavern is underwater to the south, a fact that Herdr'tui reveals only after he feels he is safe from the greethka.

"DEVOURER IN THE DARK" ENCOUNTER MAP



STEREB EXCLAVE

CHALLENGE LEVEL 19

SETUP

This area represents where a Geddis mine operation run by the Thaarke Corporation has entered a Stereb network of caverns. With the Stereb cut off from their cousins by a tunnel collapse, the miners have put the remaining Stereb to work as slaves. Depending on how the heroes entered the Underworld, they might start the encounter as workers in the mining company's employ, coming in from the elevator, or (more likely) as rescuers entering through the cleared passage leading to the Stereb quarters. The Gamemaster characters begin as positioned on the map.

READ-ALoud TEXT

If the heroes enter from the Stereb quarters, their first meeting will be with Helr'ven (see "The Exclave" on page 14). As they enter the anteroom outside, read the following:

Outside the living quarters of the Stereb slaves, several bulky Humans in miner clothes relax in an anteroom. Another miner has just arrived, driving a large laser-borer exoskeleton. But none of the miners looks like Old Man Geddis—no, you know hired muscle when you see it. And they know someone who shouldn't be here when they see you!

Three mine guards and a laser-borer are present in the anteroom; the stonework in the room indicates that it was part of the original Stereb tunnel network. When the miners reached the area, they found the Stereb and took over.

If the heroes enter as miners from the elevator shaft, this will be the first room they encounter. The mine guards here do not stop anyone perceived to be part of their operation (a DC 25 Deception check is required to prevent combat from ensuing), and if asked, they permit the newcomers to enter the Stereb quarters to the east. The heroes can also freely enter the tunnel where the slaves are working, though if they see the Stereb but fail to free them, the heroes are flirting with the dark side. Heading out from the anteroom, there are four tunnels laser-bored into the rock heading north.

The **first tunnel** is the longest. At the near end, a droid pushes an empty ore cart; empty and full ore carts are lined up against the sides of the tunnel. Four speeder bikes are parked nearby; these are how miners get back and forth. At the far end is the elevator going to the surface and a fifth speeder bike. Disabling the elevator requires a relatively simple effort (DC 20 Mechanics check).

The **second tunnel** has five mine guards watching over 14 miserable Stereb slaves as they pick gems out of the rubble. The Stereb are chained together such that they will not be able to fight.

The **third tunnel** has a laser borer at work; three droids with carts are encountered on the way down this tunnel.

The **fourth tunnel** also has a laser borer and a couple of droids at work.

MINE GUARDS

Tough guys from the underside of Imperial society, these employees of the Thaarke Corporation are basically foremen, here to keep the Stereb in line. Swarthy, unbathed, and definitely coarse, they would sell their mothers if the price was right.

Mine Guard (8)

CL 2

Medium Human nonheroic 8

Dark Side 3

Init +10; **Senses** Perception +8

Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 12, Will 9
hp 36; **Threshold** 12

Speed 6 squares

Melee force pike +8 (2d8+6)

Ranged blaster pistol +7 (3d6+4)

Base Atk +6; **Grp** +8

Atk Options Cleave, Power Attack

Abilities Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 10

Feats Armor Proficiency (light), Cleave, Power Attack, Toughness, Weapon Proficiency (advanced melee, pistols, simple weapons)

Skills Initiative +10, Perception +8

Possessions force pike, blaster pistol, miner's suit (as padded flight suit), comlink

Mine Guard Tactics

Both here and in the tunnel, the mine guards try to stun any Stereb who get out of line. They use deadly force on any others who don't belong in the mine. The guards use whatever cover is available, firing potshots until their opponents get into melee range. They have not been trained to fight as a group and do not always work cooperatively, but they will take down the apparent leader of any group first.

LASER BORERS

A 3-meter-tall, two-legged walking laser platform, a laser borer has two clawed arms and a large laser set in its chest area. A single operator climbs into the device, using the borer to clear large sections of tunnel. Laser borer drivers are specially trained miners, rather than the scum keeping an eye on the Stereb. However, they are highly protective of their company and attack anyone they suspect of trying to "claim jump."

Laser Borer (3)

CL 14

Large ground vehicle (speeder)

Init +15; **Senses** Perception +12

Defenses Ref 23 (flat-footed 19), Fort 21; +10 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 26

Speed 6 squares (max. velocity 60 km/h)

Melee 2 claws +12 (see below)

Ranged laser borer +12 (see below)

Fighting Space 2x2; **Reach** 1 square; **Cover** +10
Base Atk +10; **Grp** +26
Atk Options Crush, fragmentation burst, Pin

Abilities Str 32, Dex 18, Con —, Int 14
Feats Crush, Pin
Skills Initiative +15, Mechanics +12, Perception +12, Pilot +15
Systems 2 claw appendages

Crew 1 (ace); **Passengers** 0
Cargo 3 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 10,000 (3,000 used)

Fragmentation Burst—If an attack with the laser borer misses its target, roll randomly to see where the beam strikes. Treat this square as if a fragmentation grenade had just struck there. Compare the laser borer's attack roll to the Reflex Defense of anyone within a 2-square radius of the square struck by the beam. Targets take 4d6 points of damage on a hit and half damage on a miss. A target with Evasion takes half damage from a successful attack and no damage if the attack misses.

2 claws (pilot can use both claw attacks with a standard action)
Atk +12, **Dmg** 1d6+11x2

Laser borer (pilot)
Atk +12, **Dmg** 5d10x2, half damage on a miss

Laser Borer Tactics

The laser borers first try to grapple opponents and crush them. If a laser borer sustains heavy damage, its driver backs off and fires the unit's borer beams at opponents. The miners in the borer suits might surrender if their device is reduced to 15 hit points or fewer.

PK-2M SERIES WORKER DROID

Cheap, common work droids, the PK-2Ms add comic relief as they continue trying to push ore carts through the tunnels in the middle of battle. If they spot anyone in the mines (other than slaves) who has not already been identified as a mine employee in the company's databanks, the droids immediately raise an alarm.

PK-2M Mining Droid (6) CL 2

Medium droid (5th-degree) nonheroic 6
Init +3; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 15, Will 11
hp 21; **Threshold** 20
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +9 (1d4+8)
Base Atk +4; **Grp** +9

Abilities Str 20, Dex 10, Con —, Int 8, Wis 12, Cha 7
Feats Linguist, Improved Damage Threshold, Skill Training (Acrobatics, Endurance, Mechanic), Toughness
Skills Acrobatics +8, Endurance +13, Mechanic +7, Perception +9
Availability Licensed; **Cost** 1,000

PK-2M Series Worker Droid Tactics

The worker droids try to continue their assigned task, pushing their ore carts (industrial repulsorlifts) through any conflict that might have started. If going around the heroes does not work, the droids might ask the obstructions to move aside, try to lift or push them out of the way, or use the charge action to ram through the blockage with their cart.

ARATECH 74-M SPEEDER BIKE

Simple consumer speeder bikes with very little firepower, the 74-M bikes permit the miners easy access through the long hallways. Down here, their laser cannons are not nearly as useful as their large headlights.

Aratech 74-M Speeder Bike (5) CL 1

Large air vehicle (speeder)
Init +14; **Senses** Perception +8

Defense Ref 16 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed fly 12 squares (max. velocity 500 km/h)
Ranged laser cannon +1 (see below)
Fighting Space 2x2; **Cover** none
Base Atk +5; **Grp** +14

Abilities Str 18, Dex 24, Con —, Int 14
Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14

Crew 1 (skilled); **Passengers** 1
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 4,000 used

Laser cannon (pilot)
Atk +2 (–3 autofire), **Dmg** 1d8x2

CONCLUSION

If the miners are routed, they try to head toward the elevator and escape. Steps must be taken to destroy or disable the elevator (such as by using a laser borer). The heroes might consider bringing a laser borer into the tunnels, but the units are too big to travel on the speeder bikes.

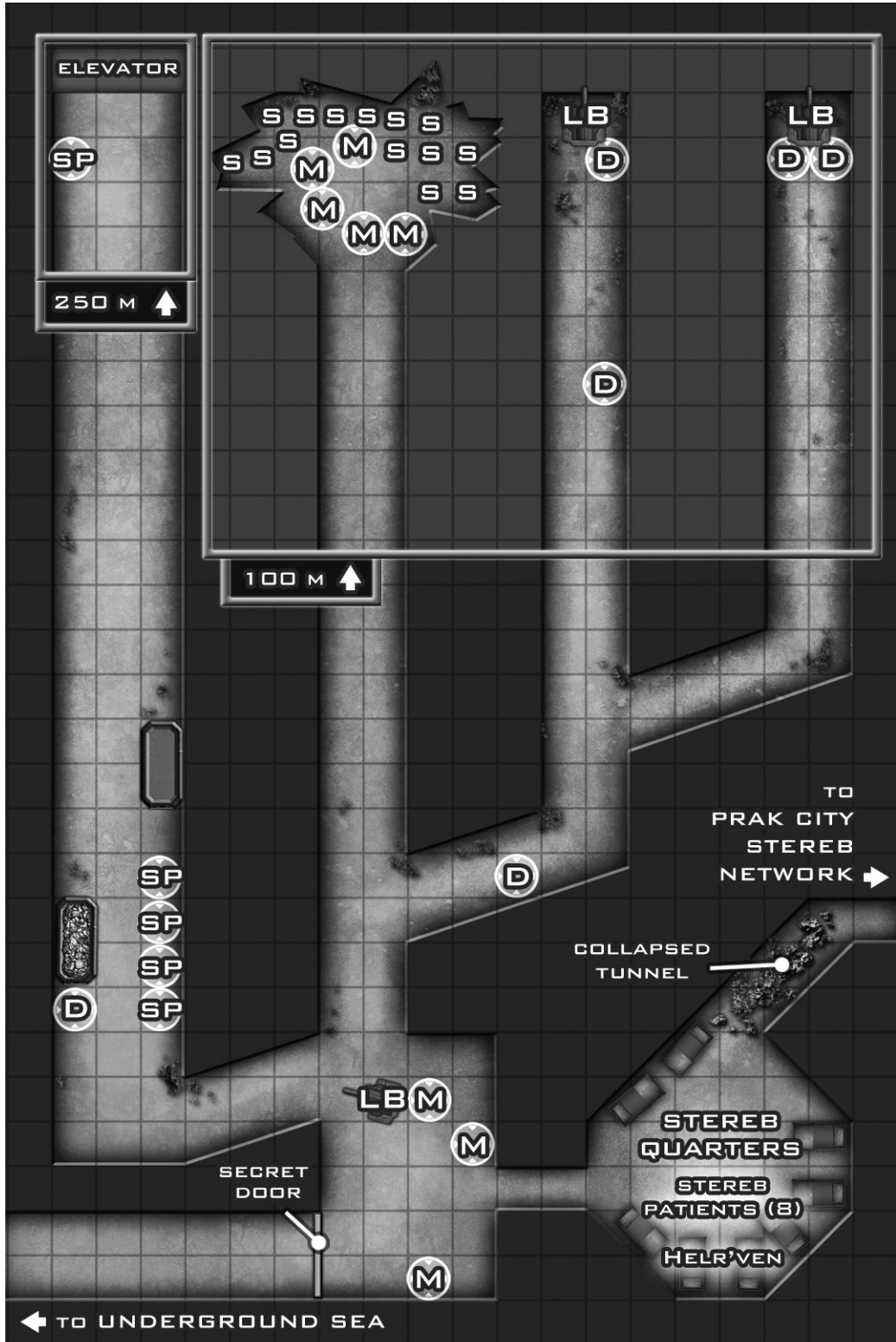
ENCOUNTER MAP

See the map of the area on page 34.

FEATURES OF THE AREA

The tunnels are longer than depicted on the map, with an additional 250-meter stretch to the elevators in the first tunnel and 100-meter stretches to the ends of the other three. From the opening of each tunnel, the heroes should not be able to immediately hear or see what is happening at the far end. Only the Stereb elders can open the secret door to the Underground Sea area; the miners were unable to spot the door and have piled up equipment against it.

"STEREB EXCLAVE" ENCOUNTER MAP



UNDERGROUND SEA

CHALLENGE LEVEL 19

SETUP

The heroes approach a bottleneck within the Underground Sea. Set their speeder bikes up on one side of the map. They must declare what order they're flying in, at what distances from each other, and at what speeds.

READ-ALoud TEXT

As the heroes cross the Underground Sea, read the following aloud:

Low ceiling above, murky water below. No light, cavern walls that close in suddenly and then widen to nothingness. Stalactites, roots—this is no place to come for a vacation. All that, plus a deep, nagging feeling of foreboding. And no wonder: There's a bottleneck up ahead.

A gray fear moss clings to the ceiling in the bottleneck. Inquisitors in the Citadel do not detect any Force powers used by the party near the moss, which emits a dark Force presence over a large enough area to mask anything the heroes do. A successful DC 32 Use the Force check automatically alerts the heroes of the creature's presence when they are within 1 kilometer of it. Heroes must be trained in the Use the Force skill to be alerted in this manner.

Once the gray fear moss is within visual range, heroes can notice it by making a successful DC 27 Perception check. Modifiers for range (DC +5 for every 10 squares of distance) or low light conditions (DC +5) should be applied at the GM's discretion; do not apply the size modifier of the moss to this check.

GRAY FEAR MOSS

A relative of the fear mosses living on more verdant planets, the gray fear moss has adapted well to Prakith's subterranean environment. Prey underground is scarce, and these mosses have developed the ability to descend into a Force trance, similar to the Morichro technique practiced by some Jedi, to slow their metabolism during long periods of fasting.

Fear moss feeds off its prey's bodily juices, being particularly fond of adrenaline and other fear-induced chemicals. Once captured in the tentacles of the moss, the prey is exposed to a mind-altering toxin that induces an extreme state of fear. The specimen in this cavern is much larger than most as a result of its exposure to the dark forces emanating from the Citadel Inquisitorius above.

As soon as the heroes perceive (or are attacked by) the creature, read the following:

A thin, grayish-white, flaky mass is spread across a large section of the ceiling. Its cryptic coloration nearly matches that of its environment, with only a slightly rougher texture to distinguish it from the surrounding stone. Five long tentacles hang down from this mass into the water below, resembling the other stalactites in the cave system.

Gray Fear Moss

CL 18

Colossal Force-using beast 18

Force 8; Dark Side 8

Init +17; Senses Force sight, Perception +17

Defenses Ref 3 (flat-footed 0), Fort 25, Will 13

hp 351; Threshold 75

Speed 2 squares

Melee 5 tentacles (slam) +23 (3d6+19)

Fighting Space 9x9; Reach 4 squares (outer tentacles), 5 squares (central tentacle)

Base Atk +13; Grp +43

Atk Options Pin, fear toxin

Force Powers Known (Use the Force +22): *Force stun*, *mind trick* (3)

Abilities Str 30, Dex 16, Con 40, Int 5, Wis 16, Cha 17

Special Qualities camouflage, Force sight, tentacle grab

Feats Force Sensitivity, Force Training, Pin, Skill Focus (Use the Force), Skill Training (Initiative, Perception, Stealth)

Skills Initiative +17, Perception +17, Stealth +17, Use the Force +22

Camouflage—A gray fear moss ignores its size modifier when making Stealth checks.

Force Sight—Although blind, gray fear moss can "see" by using the Force. They act normally without taking any penalty for blindness when in the presence of living creatures or life of any kind. This trait enables them to make Perception checks as sighted creatures. They can ignore the effects of darkness as if they had darkvision. Gray fear moss cannot detect creatures that are "invisible" to the Force such as Yuuzhan Vong and ysalamiri. These creatures have total concealment from fear moss, as do creatures in areas that dampen or suppress the Force. Additionally, fear moss ignores all penalties to Perception checks from cover and concealment (but not total cover or total concealment). Fear moss does not increase the DC of Use the Force checks made to Sense Surroundings against targets with total cover.

Tentacle Grab—If a gray fear moss successfully grapples a Huge or smaller target with one of its tentacles, it can make an opposed grapple check each round to move the grappled creature 1 square closer, until it presses the creature into its rough surface. Creatures pinned in this position take 2d6 points of damage per round they remain there. If the target creature has any exposed skin, it also suffers the effects of fear toxin. The target creature can make an opposed Strength check, rather than a grapple check, to try to escape.

Fear Toxin—This is a contact poison emitted through the surface of the fear moss onto the bare skin of its prey. Make an attack roll (1d20 + 10) against the target's Will Defense. If the attack succeeds, a state of paralyzing fear is induced in the target, and it becomes unable to take any actions until cured with a successful DC 15 Treat Injury check.

Gray Fear Moss Tactics

The gray fear moss knows patience. It allows the heroes to approach until as many as possible are directly beneath its body mass before making grappling attacks with each of its tentacles (one tentacle per opponent). If there are more than five characters in the party, the fear moss attacks with only the outer four tentacles, leaving the fifth tentacle available to make slam attacks against any heroes who try to free other characters caught in its grapple attacks.

If the heroes have been alerted to its presence beforehand and remain out of range, the fear moss uses *mind trick* on the closest target, making the suggestion that the target move to a point that is at most 4 squares away from one of its outer tentacles (or "stalactites," if the heroes don't yet realize what they are facing). If necessary, the moss spends a Force Point to improve the target's attitude.

If any hero makes a successful critical attack against the gray fear moss, the moss uses *Force stun* on that opponent at its next opportunity.

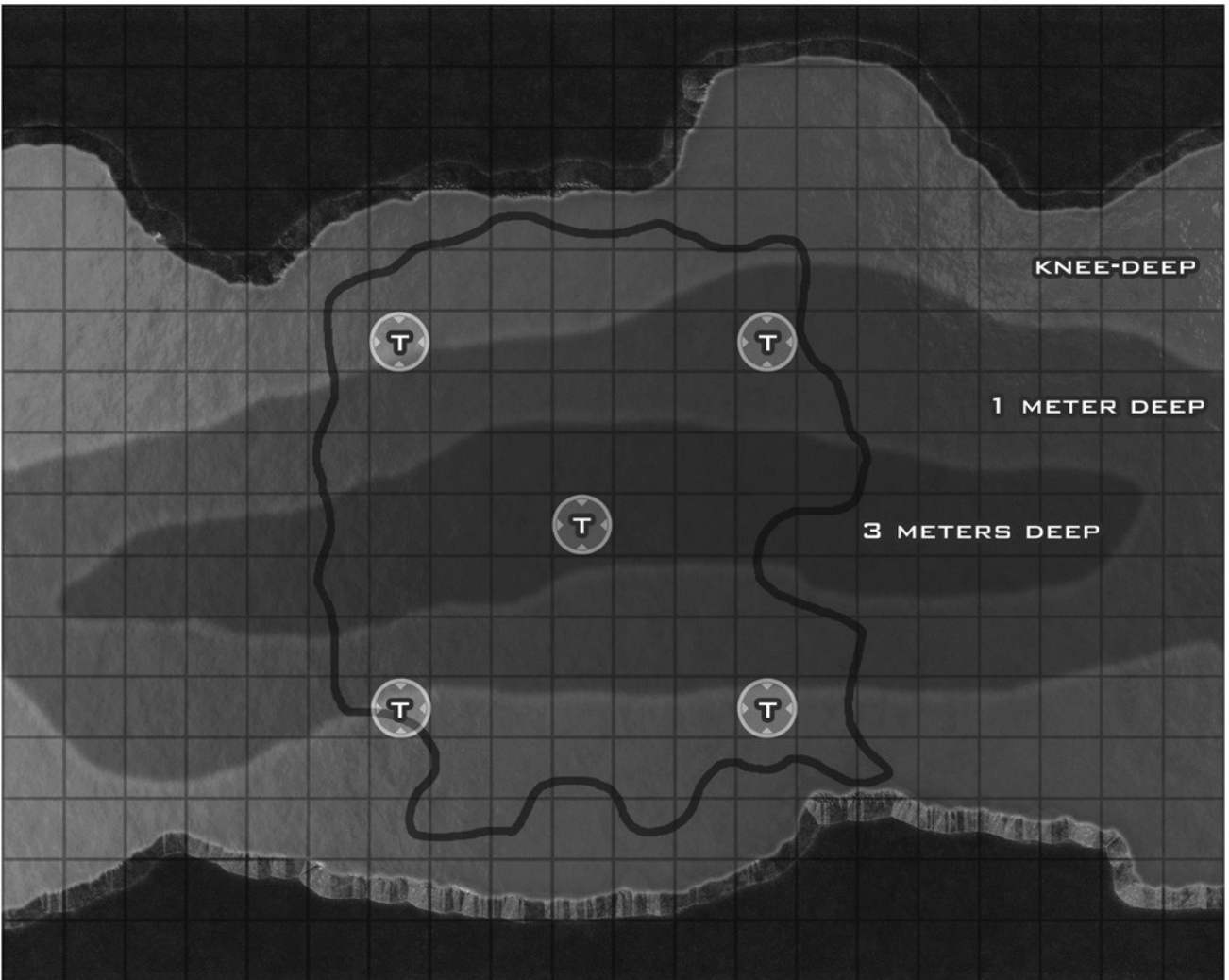
CONCLUSION

If the heroes lost a speeder bike due to a crash in the water, they will have to double up to continue on their way.

FEATURES OF THE AREA

There are only three squares (15 feet) between the cavern ceiling and the water's surface. The water is deepest in the center; there is no drowning danger at the sides.

Each "T" on the map represents one of the hanging tentacles.



CITADEL SECURITY TEAM

CHALLENGE LEVEL 19

SETUP

Citadel Security Teams monitor the grounds outside the base of the Citadel and make periodic sweeps. The plaza outside is wide and flat with columns nearer the entry to the Citadel, so Gamemasters can use any grid, establishing cover as desired.

READ-ALoud TEXT

When the heroes trigger a response by a Citadel Security Team, read the following text aloud:

Blast it! Like this place wasn't hard enough to reach. Who'd be crazy enough to try to break in here—except you?

The Citadel Security Teams monitor the supply shipments and vehicles going in and out from the base of the Citadel and handle periodic ground sweeps. Suspect transports are stopped, with crews asked to step out of the vehicles. The security droids stand guard over the crew while the watchmen check the vehicle for anything unusual. They're more concerned with people breaking out than breaking in; ground sweeps occur at irregular intervals out to a range of 5 kilometers, and air sweeps on Aratech 74-M speeder bikes (see page 33) extend out to a range of 25 kilometers.

CITADEL WATCHMEN

Special security agents trained by Imperial Intelligence, Citadel watchmen wear red and black stormtrooper armor to match the colors of Inquisitor robes.

Citadel Watchman (2) CL 9

Medium Human soldier 9

Force 4; **Dark Side** 3

Init +12; **Senses** low-light vision; Perception +12

Languages Basic

Defenses Ref 27 (flat-footed 23), Fort 25, Will 19

hp 92; **Threshold** 30

Speed 6 squares

Melee stun baton +11 (2d6+7 stun) or

Melee stun baton +15 (2d6+11 stun) with Powerful Charge

Ranged blaster rifle +13 (3d8+4) or

Ranged heavy blaster pistol +12 (3d8+4) or

Ranged stun grenade +12 (4d6+4 stun)

Base Atk +9; **Grp** +12

Atk Options autofire (blaster rifle), Charging Fire, Combat Reflexes, Martial Arts I, Melee Smash, Point Blank Shot, Powerful Charge, Precise Shot, Stunning Strike

Special Actions Tough as Nails

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Talents Armored Defense, Improved Armor Defense, Melee Smash, Stunning Strike, Tough as Nails

Feats Armor Proficiency (light, medium), Charging Fire, Combat Reflexes, Dodge, Martial Arts I, Mobility, Point Blank Shot, Powerful Charge, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Knowledge (tactics) +9, Mechanics +9, Perception +12

Possessions stun baton, blaster rifle, heavy blaster pistol, 2 stun grenades, battle armor (+8 armor, +2 equipment) with helmet package, comlink, binder cuffs, medpac, glow rod

Citadel Watchman Tactics

Initially, the Citadel's watchmen try to stun their opponents. However, if lethal force is used on them, they return fire with lethal force. They use either stun batons or blaster rifles with Powerful Charge or Charging Fire as appropriate. If not charging, they take advantage of available cover.

Once in melee combat, they use Dodge and Mobility to get themselves into better positions or to flank their opponents. They fight defensively if their opponents seem too powerful, and they fall back to the tower while calling in reinforcements if they fall below one-quarter of their hit points.

501-Z SECURITY DROID SQUADS

These squads of stock police droids act as backup to the Citadel Security Teams. For more details, see page 155 of *Threats of the Galaxy*.

501-Z Security Droid Squad (4) CL 13

Large droid (4th-degree) squad soldier 7/scout 3

Force 1

Init +10; **Senses** low-light vision, Perception +19

Languages Basic

Defenses Ref 25 (flat-footed 25), Fort 26, Will 22

hp 152; **Threshold** 41

Immune droid traits, grab/grapple

Speed 6 squares (walking)

Melee stun baton +18 (damage 2d6+9 stun) or

stun baton +22 (damage 2d6+14 stun) with Powerful Charge

Ranged stun rifle +14 (damage 4d10+5 stun), 1-square splash

Base Atk +9; **Grp** +13

Atk Options Point Blank Shot, Powerful Charge, Precise Shot

Special Actions Battle Analysis, Harm's Way, Shake It Off

Abilities Str 18, Dex 12, Con —, Int 10, Wis 14, Cha 13

Talents Acute Senses, Armored Defense, Battle Analysis, Expert Tracker, Harm's Way, Improved Armored Defense

Feats Armor Proficiency (light, medium), Point Blank Shot, Powerful Charge, Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Perception, Survival), Weapon Focus (pistols, simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +10, Knowledge (tactics) +10, Perception +19 (can reroll, keeping the second result), Survival +12

Systems basic processor, walking locomotion, 2 hand appendages, duranium plating (+8 armor), improved sensor package, integrated comlink, locked access, vocabulator

Possessions stun baton, stun rifle, holorecorder, holoprojector

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach; a squad can choose not to attack one of its allies, and its attacks of opportunity are never considered area attacks. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

501-Z Security Droid Squad Tactics

The droid squads follow the orders of the Citadel watchmen, using Harm's Way to protect them unless doing so would go against a previous order. The droids use Battle Analysis and make recommendations to the watchmen as they plan their attacks. The droids also record the battle as it progresses.

CONCLUSION

If the Security Team faces defeat, it attempts to fall back to the Citadel, where the droids try to upload a holorecording of the fight to the Citadel computer. This alerts the entire facility to the potential intruders and allows those inside to know who they are looking for and what skills, talents, and powers the heroes have (as can be determined by viewing the holorecording).



STORMING THE TOWER

CHALLENGE LEVEL 20

SETUP

As described on page 19, there are three different routes to the top of the Citadel, triggering the following subencounters in order.

(A) Office Level

Use Map A (page 41) or any generic interior map with two elevators at either end. Place the heroes in one elevator, with their opponents set up as you desire. The Imperial complement for the office level consists of:

- Citadel Guardsman (4)
- Inquisitor (1)

(B) Training Level

Use Map B (page 41). The heroes can enter through either elevator (your choice) and must reach the other one. The Imperial complement for the training level consists of:

- Inquisitor Recruits (4)
- Inquisitor (1)

(C) Prison Level

Use Map C (page 42). The heroes can enter through either elevator (your choice) and must reach the other one. The Imperial complement for the prison level consists of:

- Citadel Guardsman (3)
- Inquisitor Recruit (1)
- Inquisitor (1)

If the Citadel's guardians have not been alerted to the heroes' presence, any Force-users in the party must make DC 31 Use the Force checks to remain undetected by the Inquisitors. One check must be made before reaching each section of the Citadel tower: upon entering the base, before entering the Jedi training room, before entering the upper tower, and before entering the prison level. If the Force-users fail any of these checks, they alert the tower's inhabitants to their presence, triggering all encounters on the level being entered and on the floors above, no matter which entrance was used to enter the Citadel. All intruders in the Citadel Inquisitorius are immediately met with lethal force.

READ-ALoud TEXT

On first entering, read the following:

Who's their decorator here—Darth Vader? As if it wasn't dark enough outside, the walls and furnishings all resemble the Inquisitors' outfits, blood-red and night-black. This probably explains the mood of the people here.

The heroes advance upward depending on their chosen route. There's a 2-turn pause during elevator rides, but the heroes cannot linger. If they enter the training level, read the following:

This is where it happens—where the Inquisitors keep tabs on Force-users everywhere. An Inquisitor is here, teaching his "class" and gesturing to a huge holographic map of Prakith lit up with dots. First Prakith, then the galaxy.

Farther up is the prison level. An Inquisitor keeps an office here, checking the prisoners in and out as they are needed on the levels above. Most cells are unoccupied, since Inquisitor prisoners don't live too long, but the heroes should spend the time to sweep the cells looking for Denia.

Prisoners found here are in bad shape—too bad to travel (although rescuing them might be worth some ad hoc experience) or give much information beyond the fact that Denia was here, but has been taken upstairs to be tortured.

CITADEL GUARDSMAN

In red and black stormtrooper armor, Guardsmen handle basic security within the Citadel, including monitoring the Jedi prisoner level.

Citadel Guardsman (A: 4; C: 3)

CL 10

Medium Human soldier 10

Force 4; **Dark Side** 4

Init +12; **Senses** low-light vision, Perception +13

Languages Basic

Defenses Ref 26 (flat-footed 24), Fort 26, Will 21; Dodge, Mobility
hp 100; **Threshold** 31

Speed 6 squares

Melee bayonet +14 (1d8+9)

Ranged blaster rifle +13 (3d8+5 stun) or

Ranged fragmentation grenade +12 (4d6+5)

Base Atk +10; **Grp** +13

Atk Options autofire (blaster rifle), Cover Fire, Mighty Swing, Point Blank Shot, Powerful Charge, Precise Shot

Special Actions Battle Analysis, Coordinated Attack

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Talents Armored Defense, Battle Analysis, Cover Fire, Improved Armored Defense, Melee Smash

Feats Armor Proficiency (light, medium), Coordinated Attack, Dodge, Improved Damage Threshold, Mighty Swing, Mobility, Point Blank Shot, Powerful Charge, Precise Shot, Weapon Focus (rifles, simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Knowledge (tactics) +10, Perception +13, Use Computer +10

Possessions blaster rifle with bayonet, 1 frag grenade, stormtrooper armor (+6 armor, +2 equipment) with helmet package, comlink, binder cuffs, medpac, glow rod



Citadel Guardsman Tactics

Guardsmen try to stay out of melee, using frag grenades and/or rifles to attack their opponents. They work in pairs or with their Inquisitor, using Cover Fire and Coordinated Attack to help each other hit their targets. If a guardsman is brought into melee combat, he uses Dodge, Mobility, and Mighty Swing until he can disengage his enemy. If Battle Analysis shows a weakening target, the guardsman informs his comrades and uses either his rifle or a Powerful Charge with his bayonet to attack.

INQUISITOR RECRUITS

These are newer Inquisitorius recruits, taken from the Imperial populace and trained in the detection of Force-users. They are dressed in red and black Inquisitor robes. The looks in their eyes show that combat is nothing new to them.

Inquisitor Recruits (B: 4; C: 1) CL 10

Medium Human soldier 7/Jedi 3

Force 5; **Dark Side** 14

Init +12; **Senses** Perception +12

Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 23, Will 23; Block, Deflect
hp 90; **Threshold** 24

Speed 6 squares

Melee lightsaber +13 (3d8+7)

Ranged heavy blaster pistol +12 (3d8+5 or 2d8+5 stun)

Base Atk +10; **Grp** +12

Atk Options Acrobatic Strike, Melee Smash, Powerful Charge, Rapid Strike, Running Attack

Special Actions Damage Reduction 10, Extra Second Wind, Indomitable, Tough as Nails

Force Powers Known (Use the Force +13): *dark rage, Force grip, surge*

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 16

Special Qualities build lightsaber

Talents Block, Damage Reduction 10, Deflect, Indomitable, Melee Smash, Tough as Nails

Feats Acrobatic Strike, Armor Proficiency (light, medium), Extra Second Wind, Force Power Training, Force Sensitivity, Powerful Charge, Rapid Strike, Running Attack, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +12, Endurance +11, Initiative +12, Perception +12, Use the Force +13

Possessions lightsaber, heavy blaster pistol, Inquisitor's robes, comlink, code cylinder

Inquisitor Recruits' Tactics

Inquisitor recruits are accustomed to wading into the thick of battle, frequently using Acrobatic Strike, Powerful Charge, Rapid Strike, and Running Attack to get them to—and through—their opponents. They use *dark rage* and *surge* to enhance these attacks when possible. The recruits' Damage Reduction 10 reduces any attacks that get past their Block and Deflect talents, while Indomitable, Tough as Nails, and Extra Second Wind bring them back from the brink time and again. Once an Inquisitor recruit has used most or all of his Force points and/or can no longer catch a second wind, he tries to pull out of melee combat and support his teammates at range using the aid another action or firing at open targets.

INQUISITOR

Inquisitors in the Citadel are the cream of the crop. Their organization is new and growing, but they've reached the pinnacle (literally) of their chosen profession—though what they do for a living isn't very nice.

Inquisitor (A: 1; B: 1; C: 1) CL 17

Medium Human Jedi 7/Jedi Knight 5/Force adept 5

Force 7; **Dark Side** 14

Init +16; **Senses** Perception +21; Force Perception

Languages Basic, Bocce, High Galactic

Defenses Ref 32 (flat-footed 29), Fort 30 (vs. Force powers 32), Will 33 (vs. Force powers 35); Block, Deflect
hp 130; **Threshold** 30 (vs. Force powers 32)

Speed 6 squares

Melee lightsaber +20 (2d8+8) or

Melee short lightsaber +20 (2d6+8) or

Melee lightsaber +21 (3d8+8) against targets with Force Sensitivity or

Melee short lightsaber +21 (3d6+8) against targets with Force Sensitivity or

Melee lightsaber +18 (2d8+8) and short lightsaber +18 (2d6+8) or

Melee lightsaber +19 (3d8+8) and short lightsaber +19 (3d6+8) against targets with Force Sensitivity

Ranged by weapon +18

Base Atk +15; **Grp** +18

Atk Options Acrobatic Strike, Melee Defense, Whirlwind Attack

Special Actions Dark Presence, Force Haze, Gauge Force Potential, Power of the Dark Side

Force Powers Known (Use the Force +21): *dark rage, Force grip, Force lightning, Force slam, negate energy, rebuke*

Force Techniques Force Power Mastery (*Force grip, negate energy*), Improved Sense Force, Improved Sense Surroundings

Abilities Str 11, Dex 16, Con 12, Int 13, Wis 14, Cha 16

Special Qualities build lightsaber

Talents Block, Clear Mind, Dark Presence, Deflect, Force Haze, Force Perception, Gauge Force Potential, Inquisition, Power of the Dark Side, Shii-Cho

Feats Acrobatic Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack

Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore) +14, Perception +21, Use the Force +21

Possessions lightsaber (self-built), short lightsaber (self-built), Inquisitor's robes, comlink, code cylinder

Inquisitor Tactics

Once combat begins, Inquisitors fight to the death using any tactics available, no matter how scurrilous. They are not above killing their own recruits in the process, if it means bringing down a foe.

CONCLUSION

At the end of the entire sequence of encounters, the heroes gain entry to the torture chamber level and encounter.

ENCOUNTER MAPS

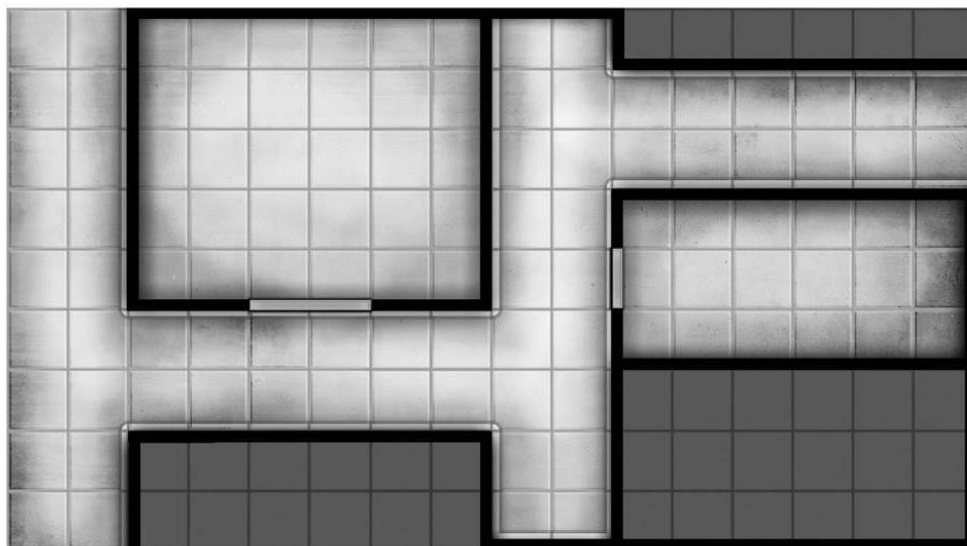
Maps A, B, and C appear on the next two pages.

"STORMING THE TOWER" ENCOUNTER MAPS

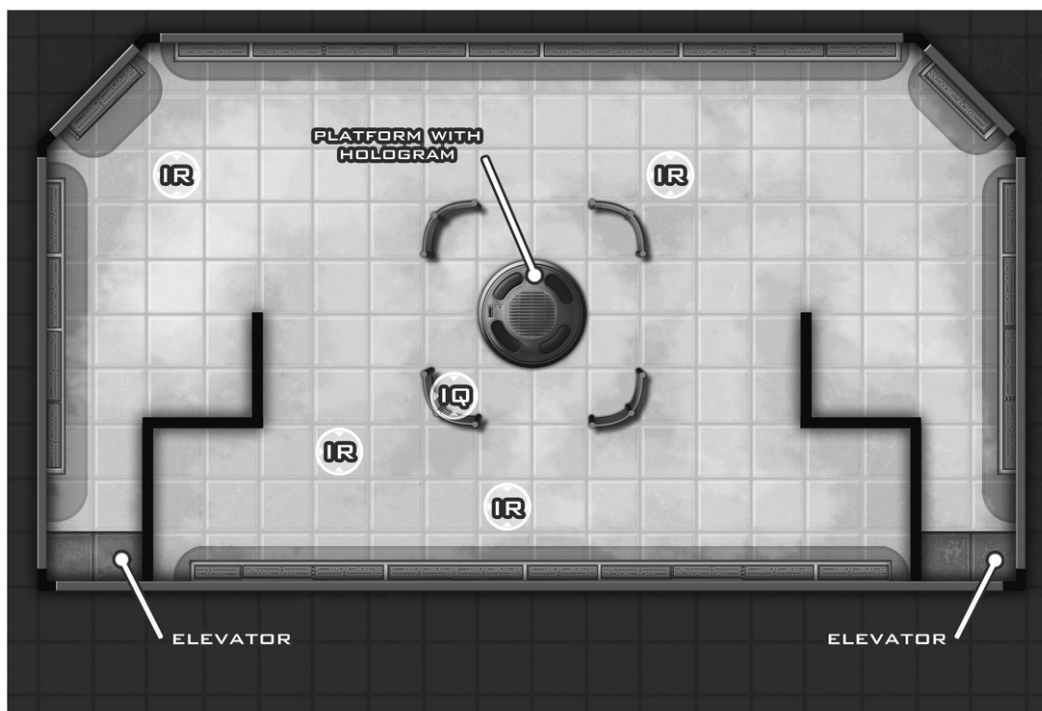
FEATURES OF THE AREA

The exterior wall of the training and prison levels is a slate-black unbreakable window, through which the Magraddor Range and the lands beyond can be seen.

MAP A



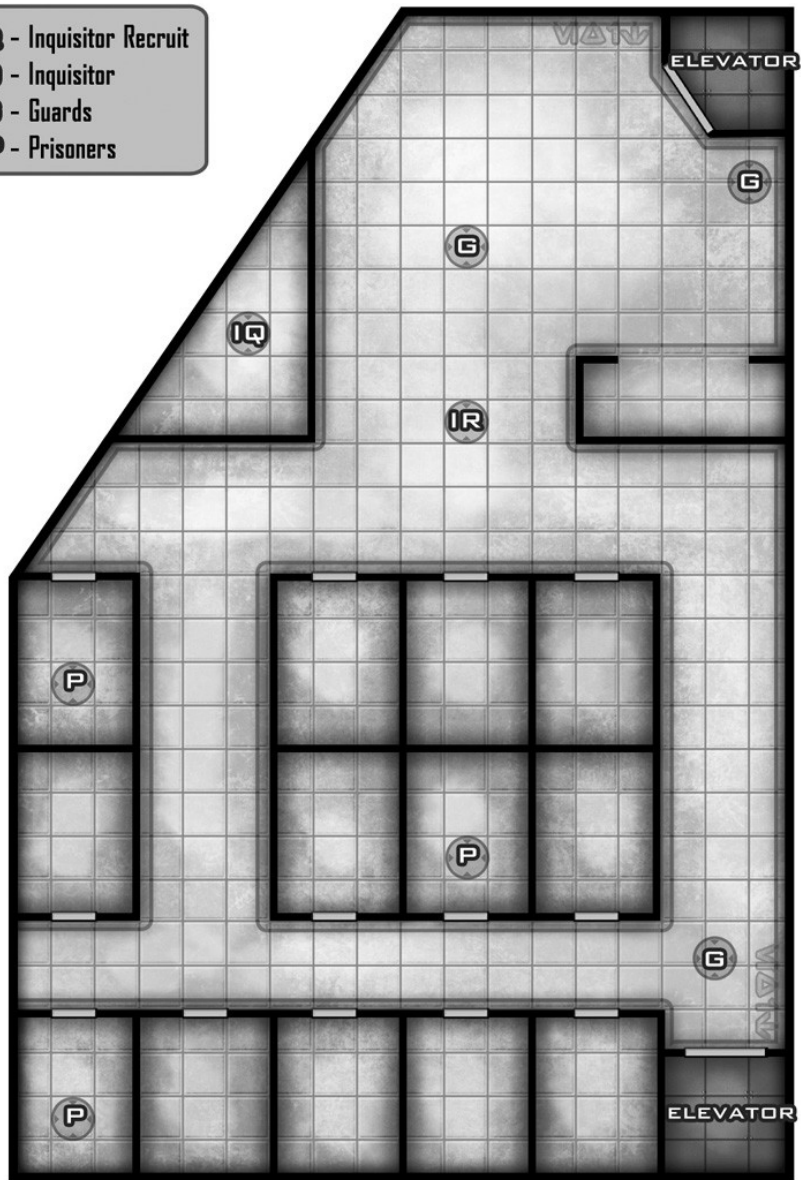
MAP B



"STORMING THE TOWER" ENCOUNTER MAPS

MAP C

- IR - Inquisitor Recruit
- IQ - Inquisitor
- G - Guards
- P - Prisoners



TORTURE CHAMBER

CHALLENGE LEVEL 20

SETUP

The heroes emerge from the elevator into an octagonal room, the torture chamber. This two-level area, at the peak of the tower just below the landing pad level, has an atrium below and a space meters above where Valin Draco and his droids are torturing Denia.

READ-ALOUND TEXT

The heroes enter the lower level of the torture room through an elevator located in the central pillar. This pillar supports a disc 5 meters above them where the torture apparatus is located. The disc extends another 3 meters past the central pillar on all sides, so unless someone on the disc walks to the edge and peers underneath, the heroes have total cover in the space immediately adjacent to the pillar.

How is it possible to feel hot and cold at the same time? Yet that's how it feels here in the dragon's maw, Draco's torture chamber. You can hear Denia's screams from above. She doesn't have much time.

Upon exiting the elevator, the heroes must make DC 26 Stealth checks so that Draco does not hear them enter the area. Across from the elevator, two elevating platforms—scaffoldlike ledges on a hydraulic lift—run up to a catwalk that extends 5 meters out from the wall around the perimeter of the room. The catwalk has a 1-meter high railing around it; the railing does not provide cover, but it might help prevent someone from being pushed off the side.

Two openings exist in the railing across the room from each other. These are where the catwalks can be extended outward to reach the central platform. Currently, each accessway is retracted into its niche under the perimeter catwalk, isolating the platform. The control panels to extend and retract the accessways are in the perimeter wall across the catwalk from each accessway opening. A third control panel exists on the torture platform at the foot of the examination table. No skill check is needed to activate a control panel, unless someone at another panel is trying to send a counter-command. If this occurs, both characters must make opposed Use Computer checks. The command of the successful check will be followed.

The torture apparatus on the central platform consists of a 1-meter tall examination table in the center of the platform. Master Denia is strapped to the table. Standing next to it are two T0-D interrogation droids on their wheeled chassis; Draco stands at Denia's feet. The torture platform has no railing.

When the heroes are recognized, read the following text aloud:

Denia looks up, beaten and broken, and recognizes you. "I knew . . . you . . . would come."

Draco stands and looks down. He's changed—cybernetically. "I knew you would come, too. I don't know how you made it here, but I'm better than I was before. This time, things will end differently!"

INQUISITOR VALIN DRACO

Decked out in his Inquisitor robes, Valin Draco looks different from when the heroes last saw him. He's been cybernetically enhanced, with a glowing eye giving him a more evil look than before, if that's possible.

Inquisitor Valin Draco

CL 20

Medium Human Jedi 7/noble 5/Force adept 7/Force disciple 1

Force 8; **Destiny** 3, **Dark Side** 18; Strong in the Force

Init +23; **Senses** low-light vision, Perception +16

Languages Basic, Bocce, Dosh, High Galactic, Honoghran, Huttese

Defenses Ref 36 (flat-footed 33), Fort 34 (vs. Force powers 36), Will 40 (vs. Force powers 42)

hp 137; **Threshold** 34 (vs. Force powers 36)

Immune mind-affecting effects

Speed 6 squares

Melee lightsaber +20 (2d8+10) or

Melee lightsaber +18 (3d8+10) with Rapid Strike or

Melee lightsaber +21 (3d8+10) against targets with Force Sensitivity or

Melee lightsaber +19 (4d8+10) with Rapid Strike against targets with Force Sensitivity

Base Atk +15; **Grp** +18

Atk Options Acrobatic Strike, Channel Aggression, Rapid Strike, Whirlwind Attack

Special Actions Attune Weapon, Damage Reduction 10, Dark Presence, Deflect, Demand Surrender, Melee Defense, Power of the Dark Side, Presence, Redirect Shot, Telekinetic Savant

Force Powers Known (Use the Force +22): *dark rage*, *farseeing*, *Force disarm*, *Force grip*, *Force lightning* (2), *Force slam*, *Force thrust*, *move object* (2), *negate energy* (2), *rebuke* (2), *surge*

Force Techniques Force Power Mastery (*Force grip*, *move object*), Improved Move Light Object

Abilities Str 10, Dex 16, Con 12, Int 13, Wis 18, Cha 18

Special Qualities Cybernetic Prosthesis, Indomitable, Master of the Dark Side, Prophet

Talents Attune Weapon, Channel Aggression, Damage Reduction 10, Dark Presence, Deflect, Demand Surrender, Inquisition, Power of the Dark Side, Presence, Redirect Shot, Telekinetic Savant (2)

Feats Acrobatic Strike, Force Sensitivity, Force Training (3), Linguist, Melee Defense, Rapid Strike, Skill Focus (Initiative, Persuasion, Use the Force), Strong in the Force, Weapon Finesse, Weapon Focus (lightsaber), Weapon Proficiency (lightsaber, simple), Whirlwind Attack

Skills Acrobatics +18, Initiative +23, Perception +16, Persuasion +24, Use the Force +22

Possessions lightsaber (self-built), Inquisitor's robes, code cylinder, comlink, various personal belongings

Cybernetic Prosthesis—Inquisitor Draco has gained two cybernetic prosthetics, one replacing his left thumb and the other replacing his right eye. His cybernetic eye grants him low-light vision and a +2

equipment bonus to Perception checks. Because of these prosthetics, Draco now takes full damage from weapons and attacks that deal ion damage. He also takes a -2 penalty to Use the Force checks due to these replacements.

Master of the Dark Side—Inquisitor Draco is infused with the power of the dark side as a result of his time in the Citadel Inquisitorius, making him a more formidable opponent. Draco takes three turns every round. Roll initiative for him as normal; the result is the point in the initiative order in which he takes his turn. Draco also receives a full set of actions on that initiative count minus 10, and again on the original initiative count minus 20 (thus, if Draco rolls a 33 for his initiative, he gets a full turn on initiative counts 33, 23, and 13).

Inquisitor Draco Tactics

When he becomes aware of the heroes, Draco engages most, if not all of his defensive talents (Attune Weapon, Damage Reduction 10, Dark Presence) while taunting his foes. Draco uses his Force powers aggressively, trying to whittle the heroes down at a distance before engaging them in melee combat. He tries to knock the heroes off the catwalks or into the walls using *Force thrust* or *move object*, or damage them directly with *Force grip*, *Force lightning* or *Force slam*. He removes his opponents' most damaging weapons with *Force disarm*.

Draco fights defensively to gain a +5 bonus to his Reflex Defense and take advantage of the cover offered by the examination table. Ranged attacks that get by his Reflex Defense and Deflect talent are absorbed using *negate energy* (if Draco is down in hit points, he spends a Force point to regain hit points from the negated attack). He understands that multiple attackers could overwhelm him, so he tries to keep at most only one catwalk extended, limiting the number of attackers who can face him in melee combat. If melee ensues, he might use Acrobatic Strike, Melee Defense, and Rapid Strike in combination.

TO-D INTERROGATION DROID

These nasty wheeled interrogators are described on page 146 of *Threats of the Galaxy*.

TO-D Interrogation Droid (2)

CL 4

Medium droid (1st-degree) nonheroic 9/soldier 1
Init +6; **Senses** low-light vision, Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 16 (flat-footed 15), Fort 14, Will 13
hp 29; **Threshold** 14
Immune droid traits

Speed 6 squares (wheeled)
Melee 2 claws +9 each (1d4+1) or
Melee stun baton +9 each (2d6+1 stun)
Ranged sonic stunner +9 (3d6 stun)
Base Atk +7; **Grp** +8
Atk Options Devastating Attack (pistols), Point Blank Shot

Abilities Str 12, Dex 12, Con —, Int 14, Wis 15, Cha 18

Talents Devastating Attack (pistols)

Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Persuasion), Skill Training (Deception), Weapon Focus (pistols, simple weapons), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Perception +14, Persuasion +19, Treat Injury +14

Systems wheeled locomotion, basic processor, 2 claw appendages, 2 tool mounts, improved sensor package, internal storage (20 kg), vocabulator

Possessions stun baton, sonic stunner, durasteel shell (+4 armor), medical kit

Availability Military; **Cost** 5,500

TO-D Interrogation Droid Tactics

If the interrogation droids are caught in the middle of battle, they do everything in their power to get out of the line of fire, unless ordered otherwise by Inquisitor Draco. If cornered, they defend themselves and attempt to create a means of escape.

CONCLUSION

If Draco is reduced to one-quarter of his hit points or has moved -3 steps on the condition track, he turns to the heroes and says, "You may have defeated me today, but you'll not win your prize!" Then he turns toward the near-comatose Master Denia and hits her with *Force lightning*. However, Denia has one last act left within her; with valiant effort, she reflects the lightning back upon her foe. As the lightning arcs back and forth between the combatants, Denia collapses onto the examination table. Draco, obviously weakened further, glares at the heroes, then activates one last Force power, *surge*, to run or leap up the ramp to the floors above.

If, on the other hand, it appears that one of the heroes is going to perish in this battle against Draco, Master Denia summons one last rush of energy and attacks Draco with *Force grip*. Reflecting the Force energy back at one another, both Denia and Draco are seriously wounded. The Jedi collapses while Draco uses *surge* to try to escape (as described above).

ENCOUNTER MAP

See the map of the area on page 45.

FEATURES OF THE AREA

The torture chamber has two levels. The upper level is 5 meters above the lower level. The heroes have total cover in the space immediately adjacent to the central pillar. Once they walk out from under the platform, they no longer have cover. However, as long as Draco and the interrogation droids stand a minimum of 3 meters from the edge of the central platform, they receive a +5 cover bonus to their Reflex Defense against attacks from below. The catwalks can be targeted by the heroes.

Each 1.5-square-meter section has 75 hit points and DR 10. Damage beyond this causes a 1-meter-diameter section of the catwalk or railing to collapse to the floor below.

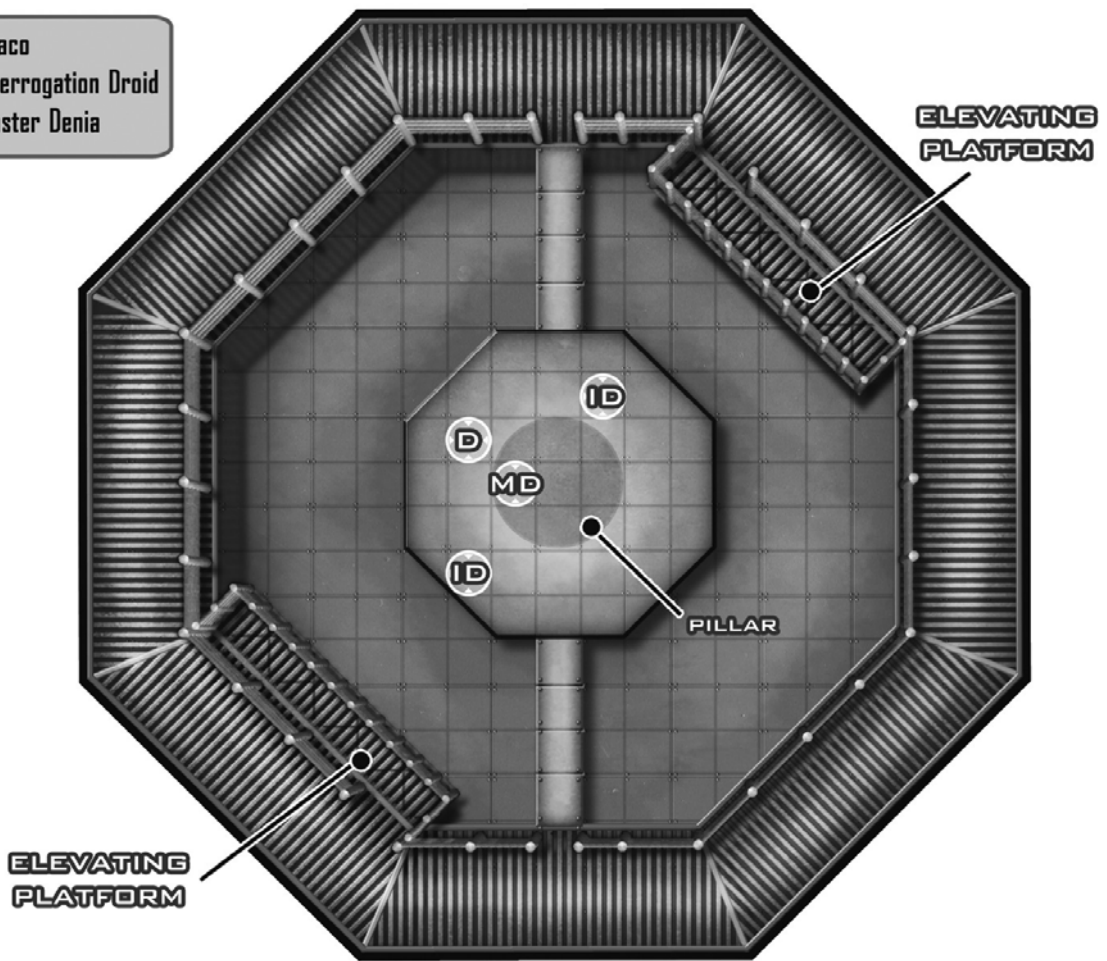
The control panels for the accessways can be destroyed. Destroying a control panel freezes the accessway in its current position. The control panels are Diminutive devices with 5 hit points.

Once the heroes are on the catwalk level, the examination table provides cover for anyone standing behind it.

Note: The map shows where the catwalks would be when extended, even though both catwalks are retracted at the beginning of the encounter.

"TORTURE CHAMBER" ENCOUNTER MAP

- D - Draco
- ID - Interrogation Droid
- MD - Master Denia



Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned.)

Adventure Title: Sword of the Empire (Dawn of Defiance, Part 9) Session Number: _____
(For administrative use only.)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal RPGA table has no less than four players, and no more than six players.

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